









In this 3D action adventure, it's up to you to lead Ginger, Rocky and their feathered comrades in an attempt to escape Farmer Tweedy's deadly pie-making operation.

Using stealthy, strategic moves rather than pure firepower, you'll sneak around the farm collecting your tools of escape while avoiding the evil farmers and their bloodthirsty dogs.

What are you, chicken?

GUGUER

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captured the power and athleticism of the NFL. It'll get in your head and stay there.

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here's no reason for you to be standing there in the store, pawing through this magazine with your grubby little hands, trying to remember all of the codes or writing them on your palm. Come on, don't be a cheapskate...buy it already! Why, look what's inside...

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strategies

- Spider-Man by Pat Reynolds **Ultimate Fighting Championship** by Jason Wilson
- Incredible Crisis
- Street Fighter III: 3rd Strike by Jason Wilson
- Ogre Battle 64 100 by Rich Krupa

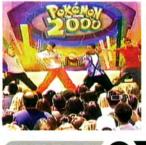
codes

- Nintendo 64
- **PlayStation**
- Game Boy **Dreamcast**
- 🕶 🌀 GameShark



by Ara Shirinian

Tournament Report



Pokémon Report



Japan Report





CTOBER 2000

ON THE COVER

Your Friendly Neighborhood Spider-Man swings into action on the PlayStation!

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Cool Zone















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You are the very first dragon slayer, a fearless hero who must combat the most horrific of enemies. You will vanquish evil, marry the heroine, and continue your heroic legacy with each new generation. You will fight as 9 brave characters in 3 action-packed storylines, and battle to prove your worth, your might, your Dragon Valor.



8:57 pm - GEAR BOX PROBLEM

11:40 pm - WHEELS CHANGED. 17th Position.

2:18 am - spun into GUARD RAIL. 15th POSITION.

AND TWELVE HOURS DOWN
AND TWELVE TO GO.
200 MILES PER HOUR
ZERO MARGIN FOR ERROR.

TEST DRIVE CEMANS









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Power Up!





One day, Editor in Chief Chris Bieniek thought he had finally found a way to stop Jason Wilson from cheating at NFL Blitz. Following strict instructions given to him by confidential sources, his techniques involved disabling Jason's Pass button, drugging Bill Romanowski and repeating, "Look, over there...it's Katie Holmes!" Jason still won 24-23. **Current Favorite Games: Spider-Man: Lethal Foes, XTreme** Sports, Battletoads (Arcade), X-Men (Arcade)



Executive Editor Anatole Brown often daydreams of what it would be like to be in a room with Minoru "Mickey" Niihara from Japanese band Loudness and C.C. DeVille from Poison. The only problem is that Anatole is sometimes jolted awake afterwards by a loud, deafening roar that sends him to the parking lot screaming, "Showa!" Current Favorite Games: The Legend of Zelda: Majora's Mask,

Kessen, World Series Baseball 2K1, Dino Crisis 2



Art Director Lisa Beattie hasn't gotten used to the fact that the famous dancing gopher from the 1980 feature film Caddyshack is now a part of the Tips & Tricks family. He frequents expensive Italian restaurants each day, and his favorite food is the Penne Arriabiata with a touch of cream.

Current Favorite Games: Toy Pop, Galaga: Destination Earth, Rally-X, Millipede



Associate Editor Jason Wilson has been very busy this past month. He achieved a high score of 588,000 in Donkey Kong, 1.5 million in R-Type, memorized the Periodic Table of Elements and even had time to audition for a supporting role in his favorite television show, Dawson's Creek.

Current Favorite Games: Donkey Kong, Spider- Man, Bashi Bazook, Street Fighter III: 3rd Strike



Associate Editor Ara Shirinian once said "How dare you!" to a Japanese foreign exchange student...who in turn awarded the eager graduate of the University of Maryland with a karaoke unit. Ara proudly uses it every day in the office, singing renditions of Hitoshi Sakimoto's composed Radiant Silvergun soundtrack.

Current Favorite Games: Keyboard Mania, Eternal Ring, Drum Mania, Armored Core 2



Associate Editor Charlotte Chen has been searching frantically this past month for the ultra rare Chinpokomon, "Shoo" that was only released to certain retailers on Tuesday at 5:17 P.M. Eastern Standard Time in malls that ended with the letter "A", and only awarded to customers who wore a polka dot T-shirt and purple corduroys. **Current Favorite Games: Chrono Cross, Incredible Crisis,** Icewind Dale, Driver



Contributing Editor Pat Reynolds has always found a way to properly stock his desk with the latest technology. If it wasn't for his Kerbango he says, "we may not know about the threat of invasion from the 42nd Brigade in Hollandsworth." We personally think Pat drinks too much Arizona Asia Plum Ginseng Green Tea for his own good. Current Favorite Games: Armored Core 2, Final Fantasy IX, **Rockman Legends 2, Guitar Freaks**



Although contributor Geoff Arnold is still in Saudi Arabia serving his country in the United States Air Force, he still had time to create a NTSC/PAL converter for his Sega Dreamcast, taping matches of Street Fighter III: 3rd Strike and sending them to us under the pseudonym "Biscuit Jones."

Current Favorite Games: Milon's Secret Castle, Street Fighter III: 3rd Strike, Black Tiger, Final Fantasy III



It's appealing for contributor Rich Krupa to walk to the ends of the earth in his quest to find the sole owner of a Hope: Trueblood album purchased many years ago when Rich was working at Flipside Records on the North Side of Chicago. "He will show us the way," giggles Rich, vehemently twisting the head of a Taco Bell Chihuahua.

Current Favorite Games: Dance Dance Revolution, House of the Dead 2, World Series Baseball 2K, Ogre Battle 64

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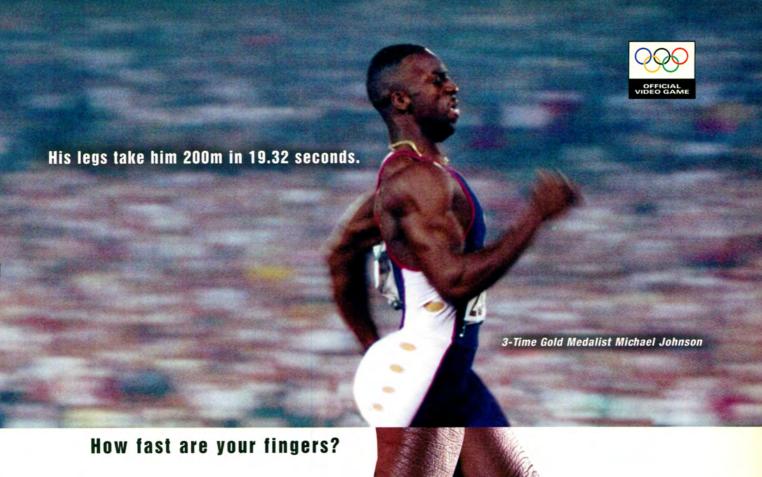
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LET THE GAMES BEGIN, MATE.















12090 a.d.

10,000 years have passed since the final war brought the history of the human race to its end. Since that time, vampires have reigned over the world. But now they are dying as a species—this is their final hour. The humans are regaining their power after many long dark years. However, some vampires remain in the remote region and continue their horrific attacks against humans. Such action has brought about the hiring of bounty hunters to destroy them. Among these hunters, the Dunpeals, half vampire and half human, are considered the finest. In time, people began to talk about a hunter with remarkable skills...

That hunter is D... Vampire Hunter D...

The adventure begins...



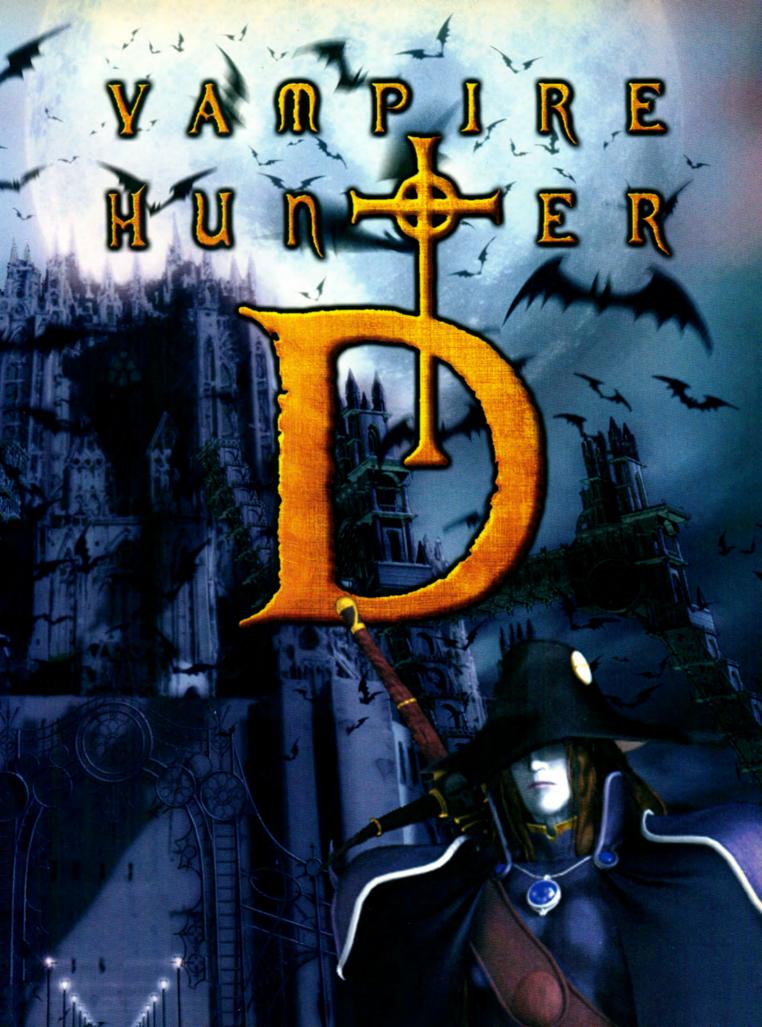














Hey Readers! Want to become immortalized in the very pages of this magazine? Then think of something smart to say and mail it to:

TIPS & TRICKS 8484 Wilshire Blvd. Suite 900 Beverly Hills, CA 90211 We can't personally respond to your requests or comments, but keep those letters coming!

RUSSIAN ATTACK

Hi, I'm Luke and I love TIPS & TRICKS magazine. It has everything you need to know about video games, and other great information. I have one question and an idea of a game and I looked through all of my other TIPS & TRICKS magazines and it doesn't have the question and idea in it that I want to ask. I don't have exactly all magazines ever made of TIPS & TRICKS because I've missed some. I'm very sorry if that disappointed you. Well anyway here's question #1: Why do most of the war games or strategy games mostly have to deal with RUSSIANS? I'm not saying that's really bad but maybe we should try something new. All these games that I'm going to name below are very good games but look how much of them deal with the Russians: Goldeneye

Tomorrow Never Dies Metal Gear Solid Syphon Filter Syphon Filter 2 Rainbow Six Rainbow Six Rouge Spear Also, I have an idea about the next best game that should be made. Its called SURVIVOR and the game is about a billionaire from San Francisco, California that found a briefcase outside of his front door. When he opened it all it had inside it was a note saying that if he wants to live then he has to come all the way to New York with a billion dollars inside the suitcase that he found on his front steps and meet at the top of the Statue of Liberty. The problem is that cameras are watching every step he takes and he can only get there by a

car no plane, train, boat nothing only

by a car. And he has to come by him-

self. And if he breaks any rules then the whole United States will blow up in a billion pieces. And as the billionaire travels he will have to complete some small tasks along the way. And he only has 5 days to get there. I have not thought of an ending

but if this idea works then the person that likes the idea can make an ending and make some changes if he/she

-Luke Kosowski 2. Yes, it's true. Wheaton, IL Well Luke, some of those games you listed definitely have Russian characters in them, but it wouldn't be accurate to say that all of them mostly involve Russians. On the other hand, the stereotypical evil Russians spy-type plot that has been popularized by James Bond and other works of fiction has definitely seeped into the world of video games. You have every right to



you really want to.

I have two questions for you and hopefully you could answer them: 1. Why does Starcraft 64 need an Expansion Pak on two player mode? 2. I heard that you could play PlayStation games on the PlayStation 2 system. Is it true?

be annoyed, but stereotypes are natu-

rally self propagating. However, there

are lots of war or strategy games that

have nothing to do with Russians, so

you can easily avoid the stereotypes if

-Greg Theuret Red Bluff, CA

Okay, here two answers for you: 1. The Expansion Pak just adds extra memory to the N64. If there are games or portions of certain games that are designed to be used with this extra memory, then you'll need to have the Expansion Pak. The next logical question would be, "Why does 2-player mode need to use that much more memory?" Well, it may or may not absolutely require the extra memory. That's just the way they decided to



Starcraft 64 requires the Expansion Pak for two-player mode and for some scenarios.

implement it. How the difference in memory availability would impact the gameplay is a technical issue that probably only the developers themselves know the answer to.

AN ENTERPRISING COLLECTOR

I have some questions to ask of ya'll and some comments:

1. Have ya'll ever heard of a game called "The 7th Saga"? I was wondering about this because all of my friends have never heard of it and was wondering if it may be rare. If ya'll ain't then maybe I could mail it to ya'll.

2. (This is a comment) I would like to

TOKEN OF THE MONTH



This month's token is from the Star Castle Arcade. It was sent in by Rodney Inman, from Hinesville, GA. Thanks, Rodney!



Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month TIPS & TRICKS Magazine 8484 Wilshire Blvd., Suite 900 Beverly Hills, CA 90211



DRIVER2.COM









Readers' tips



make one day a national holiday for the makers of *Resident Evil 2* for the N64, it must've been hard for them to put all those cinemas in *RE2*. So I feel that I must commend them for their triumph on making such realistic images for the N64. Congratulations!

3. (Yet another statement) Whoever answers these letters should get the day off with triple pay for their hard work.

4. I was wondering if maybe, I could go work for ya'll in the year 2003, because I think working for a mag as good as you all's would be heaven.

—Elija Davenport Saltville, VA

Thanks for your questions and kind comments, Elija. The 7th Saga is an old Super Nintendo RPG that was released by Enix in 1993. It's not exactly common, but it's not quite rare either.

SUPER MARIO 64 2?

First of all you're the coolest magazine in the history of all magazines. I have two very important questions that have been bothering me for a long time. I've written to a couple of other magazines but they never responded so you're my last hope. My first question is why doesn't Nintendo create a Super Mario 2 for N64? It would be an awesome game and it seems like Nintendo has been trying to avoid it. They've created games like Mario Kart, Mario Party 1 and 2, and even Mario Golf. What about Mario 2 for the N64? And second, why doesn't Nintendo and Sony team up to create games like Crash Bandicoot 64 or Super Mario for the PlayStation 2? They could make some pretty awesome games!

> —Scott Richardson Myrtle Beach, SC

Well, a Mario sequel is always going to appear sooner or later, it's just a matter of time. It's probably too late to see another pure Mario game on the N64, but we wouldn't be surprised to see something like that on Nintendo's next console. As for your second question, we get questions like that all the time. In an ideal world, any developer could collaborate with any other developer to make games. Unfortunately,

companies like Nintendo and Sony are too much in direct competition with each other to work together. Each one has intellectual property exclusive to it that's too valuable to share. It's just one of the side effects of the capitalistic economy.

LONG LIVE SHINOBI!

I decided to bring up this subject since nobody has. Did you hardcore gamers forget about the *Shinobi* game for Sega Genesis or the arcade version? Don't you guys or girls think it would be great to play *Shinobi* for Playstation, Dreamcast, N64 or any other system? I think its time we hardcore gamers demand this game for any system. My big question is are we ever going to play this game on any system?

—Misael De Los Santos Pacoima, CA

No, we didn't forget. The Shinobi series was one of our favorites. Unfortunately, it's very unlikely that we'll see games like that ever again. Not in the classical 2-D style, anyway. But one can always hope...

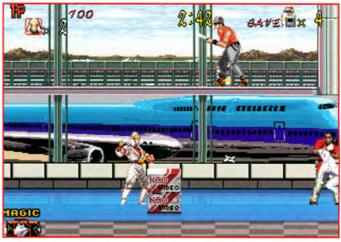
THOSE EVIL ELIMINATORS

I really respect your magazine for the detailed walkthroughs and so onbut I think anyone who has the internet has come across eliminators and/ or ROMs, which are game systems and games you can download for free, even though they say "you can only download this game if you already have it, if not you have to delete it in 24 hours of the download," but you know that people are not deleting them, I mean I paid good money for my systems and games and when I found out people were downloading games that I bought for like \$60 each they're getting them for nothing!!! We have to put a stop to this right away, and if not, make them have to pay for the games, even though now when your readers read this they're probably going to hop on their computers to download these ROMs. How do they upload games and systems on computers anyway, I mean it must be expensive to get that equip-



Print, Print Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to Tips & Tricks, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 and we'll try to print 'em right here!





Aah, the good old days of 2-D graphics. This screenshot is from the arcade version of Shadow Dancer, circa 1989.

The battle begins when life ends.

Ragnarok, the apocalypse, is approaching.

Your ultimate purpose will transcend life itself.

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Story' comes Valkyrie Profile™, a stunningly beautiful

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Your mettle will be tested as you face tormenting decisions involving powerful issues of

love, death and revenge. Destiny
hinges on your choices, and your ability
to recruit and train the souls of fallen
warriors for a war between the gods.

Heed the call. And find out why death is only the beginning.

















Readers' tips



ment just to give the games away for free??? What a couple of fools!!! Please tell your readers that if they find an eliminator and or ROM site to email the writers of the site and say get rid of this stuff or something, I mean this stuff MUST be illegal!!!! Can you give me some feed back on this???? (It's like Napster for video games!)

—Matt Lizzotte Oakland, ME

Yes, we hate eliminators. Seriously though, the whole issue is pretty grey, because most of the emulators themselves are not illegal to own—But the ROM files are, if you don't own the physical product yourself. On the other hand, this situation is similar to things like copied commercial videocassettes or CDs—It's illegal to do so, but it's also practically impossible to enforce as a law, at least on the small scale. Our position is this: Just don't do it!

TRIPS & TICKS

Help! I need information on how to make the #2 video games magazine (I don't wanna' insult your magazine). I know about testing codes before puttin them in nice and accurate strategies... I just need to know how to take the pictures of game scenes/staff in the magazine, gettin' all those games to test codes and make good strategies. I just need to know EVERYTHING to making a great magazine (ahem).

—Jesse Anderson Cox's Creek, KY

P.S. My magazine is Cheats & Feats.

Well Jesse, there are a lot of things involved in making a successful magazine, and most of those involve large sums of money. While there isn't enough space here to go into all the details of how we make TIPS & TRICKS each month, we can say this: Many of the professional magazines cost tens of thousands of dollars just to print each issue! The technical know-how is the easy part. On the other hand, if you already have lots of money, you can just hire people that know what to do to work for you.

WE'RE TRYING HARD

Hey, TIPS & TRICKS! You guys are da bomb! If fans are reading this they chose THE best cheat mag, no doubt about it. Can you guys try hard on codes for Brave Fencer Musashi before my subscription runs out?

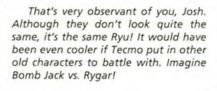
—Allen Owens Watonga, OK Sorry Allen, we hate to disappoint you but so far there really aren't any secret codes for Brave Fencer Musashi.

RYU WHO?

I used to have a game on the original Nintendo system called Ninja Gaiden that was made by Tecmo. It was

about a ninja named Ryu Hayabusa, so my question is: Is Ryu Hayabusa in *Dead Or Alive 2* the same Ryu from *Ninja Gaiden*?

> -Josh Dunlap Jacksonville, FL



PUSHING THE ENVELOPE

My name is Blake and I am 15 years old. I have written to your magazine several times, but this is probably the most important.

1. I have recently purchased a Dreamcast and have had time to observe several things. In the game Crazy Taxi I have seen a slowdown in game play when things get hectic. I know for a fact the Dreamcast is a lump of engineered gaming utopia that is faster than six PlayStations put together. My questions is, does Crazy Taxi push the envelope with the Dreamcast? 2. This is a bit of a technical question. I know that the PlayStation runs at a speed of 33MHz. What does the N64 run at? (The main CPU's running speed?)

3. One thing that really pisses me off is that when you are at a store, buying a game, and you ask to see the game before you buy it, and you see a big crack running all the way down the case. You naturally ask them for another one and they question you. And you get so tired of hearing it you just say, what the &*@! I am this way because I bought a couple of games before, that had a cracked case, and the whole freakin' CD was shattered. I'm serious, I went off on a guy at a video game



Here is Ryu Hayabusa's latest incarnation in Dead Or Alive 2.

store. Does anyone else have that problem? I know I have been yakking for a while, so I'll shut up now and wait for this to be published. (I hope)

> —Blake Carris Acworth, GA

Okay Blake, here are some answers to your questions:

1. The short answer is, "Yes, it does." The long answer is this: It's difficult to say whether a game like Crazy Taxi really "pushes the envelope," because where the envelope is seems to change over time. We might say a game is pushing the limits of a console, but three years from now a much more impressive game can be said to push the limits of the same system. This is not because the hardware is getting better, since it isn't. It's because developers are becoming more familiar with the hardware and are creating increasingly efficient software techniques. Even a year into the life span on a console like the Dreamcast, no one can say for sure where the limits are because people are constantly discovering ways to surpass them.

2. The N64's main CPU has a clock speed of 93.75 MHz.

3. This really shouldn't be such a big problem. The cracked plastic is only plastic, and you can get replacement jewel cases for a nominal price. If you're worried about the CD being cracked, just open the game right there before you take it home. Any decent game store will allow you to exchange a game if you received it that way. Besides, if you don't even want a cracked plastic case, there's nothing wrong with insisting on getting an uncracked one. They can't force you to buy something you don't want. Remember, the customer is always right, and if you aren't, you can take your business elsewhere.

Do you have the grapefruits to get in the ring with these guys?





Nine Superstars in the ring at once. This is gonna get ugly.



Can't handle the heat? Stay out of the kitchen. Or the boiler room. Or the parking Lot.



All's fair in the . When you're getting' whupped, call in a partner to help you out.





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After a hard day of fishing under the sun or competing in a tournament, you look with awe at the trophies your angling skills have awarded you. In this action-packed arcade style fishing game, the player can either spend time leisurely casting across lake waters waiting for a bite on the line or they can enter an intense fishing competition where the only fish that matters is the biggest catch of the day. Along the way players will face all sorts of challenges including shifting water conditions, unstable weather and even more skilled opponents as he continually attempts to outwit the wily bass during each season of the year. Amazingly realistic fish behavior ensures that no fish is caught without a fight and that reeling in a winner delivers optimum angling action excitement.

- :: Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra Bonus Mode.
- :: Lure Action Gauge allows the player to monitor lure movement easily.
- Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode.
- Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the player gains experience.
- Wide variety of "lure action" possible to attract bass, some requiring retrieving or rod movements only, others requiring skillful combination of the two.

STEALTH PATROL









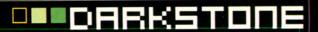
Welcome to the US Army Rangers, one of the toughest and most elite of the world's military task forces. Your main objective is to control your team of Rangers and eliminate opponent targets while completing mission sub-tasks in the time allotted. Choose between stealth or all out frontal assault- it's up to you. 3D action, time pressure and realistic combat will keep you begging for more.

Immersed in huge, outdoor 3D environments you and your team members must successfully execute your tasks which revolve around several different mission objectives including reprisal attacks, seize and destroy missions, counter-terrorist attacks and raid and destroy missions. Each environment is unique, not only in look and feel, but in game play as well. With the emphasis on action and realism, navigate your team with guns blazing or silently under the cover of darkness across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

Do you have what it takes? Will you be able to complete your mission, though you may be the lone survivor?

- 5 intense mission campaigns each with numerous sub-missions based on real activities carried out by the US Army Rangers
- :: An arsenal to choose from including shotguns, grenades, machine guns, sniper rifles and more
- 🔀 3 difficulty levels Private (Easy), Corporal (Medium), Sergeant (Difficult) offers massive replay value
- :: In the 2 Ranger option the player has simultaneous control of 2 Rangers
- Create an inventory filled with hi-tech equipment to aid the Rangers in their tasks GPS navigation for moving through dense landscape, tripwire mines to booby trap enemies, nightvision goggles for stealth accuracy, med kits for injury repair and more





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Spider-Man

Captain Universe

Unlocked by beating the game on "Hard" difficulty
Spidey was granted the power cosmic
by the Enigma Force when humanity
faced a powerful new danger. Unfortunately, the transfer of power was interrupted, and Spidey was left with no
awareness of his new powers. For a
short period of time, Spider-Man was
f the most powerful beings in the Marvel uni-

one of the most powerful beings in the Marvel universe! This version of the wall crawler is invulnerable to damage, has unlimited webbing and does twice the normal damage to enemies.

Quick Change Spidey

Score 10,000 points in Zip-Line Training Like the Amazing Bag Man, this version of the webhead has no Spidey Belt and therefore can hold only two web cartridges. Play this costume of you want a challenge.

Spidey Unlimited

Unlocked by beating the game a second time
The short-lived Spider-Man Unlimited
cartoon spawned this version of the
web-slinger; it features a stealth mode,
allowing Spidey to travel unnoticed past
enemies. Unfortunately, this mode
doesn't work during boss fights.

Scarlet Spidey

Unlocked by beating the Rhino
One of only cool things to come out of the whole "Spider-Man is a clone" story arc was this nifty costume, worn by Ben Reilly.
Peter Parker gave up the mantle of Spider-Man to care for his family, and Reilly carried on Spidey's work as the Scarlet Spider.

Ben Reilly

Unlocked after beating Venom the second time
This is the costume Reilly wore when he believed himself to be the true Spider-Man in
the story arc that had many Spidey fans
screaming for Marvel's demise. This costume
has no added benefits in the game.

Peter Parker

Hidden in secret room during Item Hunt Training
If playing as straight Peter Parker appeals
to you, the game lets you do it, but you'll
be crippled by the ability to carry a maximum of only two web cartridges.

???

Unlocked by entering a secret code
There's one more Spidey costume hidden
in the game, but we've been asked to
keep it quiet for now. It doesn't give you
any gameplay advantage, but it is definitely
the most obscure costume Spidey ever
wore in the comics!

Walkthrough

This game doesn't require a step-by-step walkthrough of every level. Instead, I've provided tips on getting past any trouble spots in each level, including in-depth strategies for the many boss encounters and detailed instructions for finding all 32 hidden Spider-Man comic books!

Get to the Bank!



The whole bank heist level acts as a trainer for Spider-Man's repertoire of abilities. Walk over the various blue question marks to activate short informational dialogues that explain how to control Spidey.



Follow the Spidey Compass as you swing from building to building, taking out or avoiding any bad guys you encounter on the way.



Swing to the bank (the building near the helicopters) to finish the first segment of the mission.



Bank Approach

Amazing
Spider-Man #1
It's on top of the

Fantastic Four

building.



Here's the Fantastic Four building (hint: it's got a giant "4" on top). You can reach it by swinging over from the nearest building.



Follow the Spidey Compass until you reach the building with five terrorists guarding the roof. You'll need to take them all out in order to enter the bank. The best way to do this is to use webbing to wrap them up one at a time. Don't let them all see you or you'll take massive damage from their guns. Slink around on the walls in true Spidey fashion and web them one at a time. After all five are taken care of, Spidey will automatically enter the bank

TIPS & TRICKS

October 2000

Spider-Man

Hostage Situation

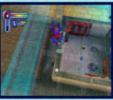


Amazina

After opening the security door to the second area, pick up the chair in the first cubicle (near the two hostages).

Spider-Man #200

In the next two areas of the game, you'll have to defeat terrorists without allowing them to kill any hostages. If a hostage is shot, you'll have to redo the entire level from the start.



After taking out the first two guards in the initial hallway, take to the ceiling and you'll crawl above this cubicle with a hostage guarded by a terrorist. Wait until the second guard can't see his buddy, then web the terrorist standing in the cubicle doorway. Quickly jump down and take out the second terrorist before he can shoot the fleeing hostage. Check the empty cubicles in the area for extra web cartridges.



R1 button to zip straight up into a vent shaft. Follow the shaft and drop down into the sealed room. After taking out the terrorist you'll see three numbered buttons in the room. Hit button #1 first; you'll see a hostage escape through a newly opened door. Wait a few seconds for the hostage to get well clear of the area, then hit buttons 2 and 3. These open the door to your room and a security door directly opposite, through which two more bad guys will appear. Take them down, then get back up on the ceiling before entering the newly opened room.



This is the toughest situation in the entire bank scenario. You've got three terrorists covering two hostages. The moment they sense danger, they'll turn their guns on the hostages. As long as you're quick, you can web them all from the ceiling before they can kill any hostages. Don't try to go fist-to-fist with them, though; while you're fighting, chances are good that another baddie will off a hostage. Head to the far hallway and enter the elevator to finish this area.

Stop the Bomb!



Spider-Man #1: The Death of Captain Stacy After taking out the last three terrorists-but before disposing of the bomb—head back out through the two metal detectors and you'll find it in the hallway.



The first part of this area presents another sticky situation. If you scout the large room you'll find three niches, each with one terrorist and one hostage. Two more enemies patrol the main area of the room. Take them out first, making sure that you do it out of the sight of any other bad guys. Then free each hostage, staring with the one closest to the hallway where you start the level.



Another metal grate on the ground in front of this heavy security door indicates a vent shaft on the ceiling. Climb through it and drop down into the next room.



With the

free, look

around for this metal

grate on the

floor, Stand

on top of it

and use the

first hostage

After you defeat the two enemies in the room, a door will open and another terrorist will appear. Wrap him up and enter the next room. There are two buttons here. Hit the blue one to open the large safe, then hit the green one to open the door to the



Even though they say they're going to "get rid of" the two hostages in the room, all three of the bad guys turn their attention to taking out Spider-Man, giving you plenty of time to fight them off without worrying about an innocent hostage getting hurt. After the terrorists are dealt with, pick up the bomb and throw it into the safe you opened in the adjacent room. Hit the button to close the safe, and complete the level.

> Scorpion is not difficult, if you take advantage of Spidey's speed and agility. The main concern during this fight is that

Race to the Bugle



Amazing Spider-Man #25: It's on the lower

right-side roof of the building where the two thugs talk about catching Spider-Man.



This is an easy level, which has you swinging from building to building in a race against the clock to reach the Daily Bugle before Scorpion can kill J. Jonah Jameson. Follow the Spidey Compass, passing on the opportunities to fight the thugs on the rooftops in order to reach the Bugle with time to spare.

Spidey vs. Scorpion!



Amazing Spider-Man #20:

During the fight, break all of the furniture (including the pottedplants) in the first room. The comic will appear in the middle of the room.



you keep his attention on you instead of Jameson, who also has a life meter. If Scorpion kills Jameson, it's "Game Over." Here's the easiest strategy for taking Scorp down fast. Web him up a little bit (don't use the full amount of webbing possible because he breaks out of it just as fast as if you use half the webbing), then get close and deliver a three-hit combo, jumping away quickly afterward to avoid his attack. Repeat this for an easy win. Avoid sticking to the walls or ceilings during the battle, since Scorpion has a powerful laser that will knock you loose and inflict lots of damage. You can use this to your advantage if you run out of webbing, though. Jump to a wall or ceiling, then quickly hop back to the floor Scorpion will activate his laser for a few seconds, giving you enough time to move in and get some hits in while he's preoccupied.

Police Chopper Chase



Amazing

30

Spider-Man #16: On the final building rooftop, run near the small structure to the right and a missile will demolish it, revealing the comic.



There's really nothing hard about this level at all. Follow the Compass and stay away from anything marked with a giant red target—it'll be hit by a missile from the police chopper tailing you. Get caught in the blast and Spidey'll lose a big chunk of health.

Missile Attack



In this portion of the police chase, Spidey must climb up a very tall building while avoiding various attacks by the choppers. For the first segment, missiles will target and then destroy sections of the building. It's instant death if you're on a targeted section when the missile hits. The easy way to avoid the missiles is to avoid the sections of wall that are boarded off with wooden planks.



After the missile attacks. a sniper will begin stalk ing the webcrawler with his sights. Avoid the sight and the spotlight and continue up the wall. A few more missile attacks and you're home free at the top.



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Spider-Man



Building Top Chase







Another straight chase scene. Be sure to make and the Spidey Armor from the Green Goblin's crane hideout. Also, near the end you're re-

Scale the Girders

Amazing Spider-Man #400:

level, drop down and you'll hit a

narrow ledge. Follow it around

to the left side of the building

and you'll see the comic

At the very beginning of the







Another straight chase scene. Be sure to make the side trip and grab both the hidden comic and the Spidey Armor from the Green Goblin's crane hideout. Also, near the end you're required to leap onto a couple of hanging crates. Move on quickly or the helicopter will send the crates plummeting into the abyss.

Amazing Spider-Man #39: Inside the second crane (the one with graffiti on the outside). Enter through the hole on the roof.

the side trip and grab both the hidden comic quired to leap onto a couple of hanging crates. Move on quickly or the helicopter will send the crates plummeting into the abyss.

Spidey vs. Rhino









Amazing Spider-Man #14: About halfway through the level, the chopper takes out the skylights on a rooftop. Drop down and defeat the thugs then break the darkened glass on the wall to reveal the comic.

It's one last stage of running from the cops. The only tricky part of the level is at the very end, where you must swing to another crate and quickly jump away before it's destroyed. You can actually skip this process by targeting the stem of the crane and swinging to that instead of the crate.

Amazing Spider-Man #41: Destroy, or lure Rhino into, all of

the barrels in the corners of the area. The comic will appear in the middle of the generator area.

The brute known as Rhino has a one-track mind. When he charges Spidey, he'll head in a relatively straight line, ramming into whatever object happens to be in his path. There are several ways to hurt Rhino. You can inflict some damage by punching and kicking him, but getting that close will only result in Spider-Man taking the more serious beating. The best way to defeat Rhino is to lure him into the generator pillars or the explosive barrels scattered around the area. Stand in front of your chosen object and jump straight up when Rhino charges, letting him pass under you and into the damaging object. You can also pick up the barrels and throw them at Rhino while he's incapacitated.

Catch Venom



Peter Parker: The Spectacular Spider-Man #42 On the unfinished building (with the girders) halfway through the level-where Venom pauses-it's directly

to the left of the spot where you land on the building.



Peter Parker: The Spectacular Spider-Man #76

After the non-interactive chase through the building, it's on the right side of the second rooftop. After control returns to you, immediately cut to the right and swing to the next rooftop. You should see the comic to the right.







This is a race to keep up with Venom as he swings his way toward his hideout. The first time he pauses, continue swinging straight ahead even though Venom veers to the left; he eventually comes back and you'll stay up with him easily through the first half of the level. When you reach the unfinished building, Venom again pauses. Take the time to grab the first of two hidden comics and the valuable Spidey Armor before playing a short game of "tag" with Venom around the building. After a humorous intermission, the chase continues. On the next rooftop, Venom tries to fake you out. Cut to the right and swing to the next rooftop, even though it appears that Venom is going straight ahead. He'll double back and overtake you while you snatch up the second comic from the rooftop. The remainder of the level is a cakewalk.

Spidey vs. Venom



Marvel Super Heroes Secret Wars #8

Pick up the abandoned car in the corner to reveal the comic





Venom is a very tough opponent if you try to avoid him by clinging to walls or take it close for hand-to-hand fighting. He teleports in and out of the area; the best strategy for beating him is to not give him the opportunity to attack at all. As soon as he teleports in, wrap him up with a bit of webbing and hit him with a couple of impact web balls He'll teleport away after the second hit. Repeat this process for an easy win. The only hard part is spotting Venom when he appears. Try to stand with your back to a wall so you can see a large portion of the alley; this way you'll have a better chance of seeing him first when he teleports.

Sewer Entrance







The Spectacular Spider-Man #229

This one borders on cruelty. After entering the caverns through the hole in the wall from the initial sewer tunnel, make your way through to the open area (with the pipes), then double back to the sewer tunnel where you started Voila! The comic will have appeared magically at the end of the tunnel.

After the required bit of backtracking to get the hidden comic, head into the large cavern. Use the L1 targeting view to carefully swing from pipe to pipe. You'll re-enter the tunnels at the far side, only to be locked in and attacked by four lizard creatures. Use impact webbing from a distance to make short

work of them.



Sewer Cavern



Spider-Man #1 (McFarlane—Silver)

In the section of vertical pipes, crawl around from pipe to pipe until you see a large open area behind the waterfall. Swing into it and you'll find the comic and some other goodies.



This level has an area with several vertical pipes that must be carefully traversed in order to reach a metal door set into the wall on the far side of the cavern. Using the L1 targeting mode is essential for getting around here. You don't want to miss that hidden area behind the waterfall, either, since you'll find Spidey Armor and a couple of web cartridges packed away along with the hidden comic. It's easy to become disoriented in this area-crawl around the pipes to survey your surroundings as you move through the area. Once through the door, you'll have to fight off three more Lizard monsters before making your way to the end of the level.

Subway



Stay on the train, line yourself up with the generous health and web items that come shooting up the tunnel and fight off an unending stream of Lizard creatures. When you reach the end of the tunnel. the level automatically ends. There is no hidden comic on this level.



Hidden Switches



Peter Parker

Spider-Man #1 (reprint version A) After hitting the fourth button, return to the third button (northwest corner) and the comic will be there.



This is a small, easy level. It's basically a large square room with a pool of water in the center. In each corner is a mechanism; as the level starts, a green button is visible on the mechanism in the southwest corner (using Spidey's original starting point for reference). Hit this button and Lizard monsters will start invading the room. Don't bother fighting them-there's a limitless supply until you leave the room. Head next for the northeast corner and hit the button there. Next, hit the button in the northwest corner, then the button in the southeast corner. This lowers the water in the middle of the room. To finish the level, hop into the pit in the center of the room and head into the tunnel.

Sewage Plant



Peter Parker Spider-Man #1 (reprint version B) Follow the first tunnel until it dead-ends and turn left. The comic is at the back of the tunnel behind the generators.

Follow the tunnels until you reach the large metal barrier. Take to the ceiling to find a way around

the barrier.

Use webbing to pull this lever. Wait for the water levels below to drop before jumping down and then quickly back up on the far side. In the next area, pull all three levers and then retrace your path to find the metal barrier they remove. Use the water-lowering level again to make your way past the obstacle. Hit the three levers in the next area to lower the barrier way back on the ground level. Return there and hit the lever, then make your way out of the area through the hole in the tunnel ceiling before the water rises again.

Tunnel Crawl



The Spectacular Spider-Man #158

After pulling the lever, drop down to the large room below and hit the button on the side of the large metal box. The comic appears behind the second box in the same room



This level can be very frustrating, since it involves a couple of areas where you can get killed instantly and easily. The hardest part of the area is the long water tunnel. The water level rises and falls; you

must time your crawls so you beat the rising water. In the next section. use the L1 view to target the pipe in the middle of the room and swing to it, then swing over to the far side and hit the lever. Finally, drop down into the large open room and hit the button on the side of one of the metal boxes. Exit the area through the

open tunnel.

Venom's Puzzle



This is a very easy level There are no enemies and no hidden comic to worry about finding. From the start, turn around and then drop down to the lowest platform (with the red button). Hit the red button. then work

your way back up, hitting the blue and green buttons on the way. This combina tion of buttons will open all of the metal clear the path to the next level.

The Lizard's Maze



Amazing Spider-Man #6 After talking to the Lizard, the comic can be found in the tunnel behind you.



You'll have to fight Venom right at the start of the level, but he vanishes after a few hits. Hop onto the ceiling and follow the tunnel into the sewer maze.



To find the Lizard, follow the tunnel to the first intersection and take a left. Cross a waterway and you'll come to a dead-end with Lizard behind a metal wall. Listen carefully to his directions. Follow them and they'll lead to directly to the end of the level.

Spidey vs. Venom Again!





The second encounter with Venom is even tougher than the first! With Mary Jane Parker dangling over a pit of water that threatens to fill at any second, you'll have your hands full stopping both Venom and the constantly rising water level. There are four inlets for the water, in-

tersecting at right angles at the pit in the center of the room. Each inlet ends at a switch. When the battle starts, you'll see water flowing through the inlet from the north. Immediately hit the switch there with your webbing to stop the water. Now, position yourself in the middle of the room so you can see if water starts flowing from any of the four directions. Fight Venom when he appears, using the same capture web/impact web tactic that was effective in the last Venom fight. If Venom hits one of the switches, watch the inlets to see which direction the water is flowing from and quickly get to the appropriate switch to stop it.

Spider-Man



Symbiotes Infest Bugle



In File Room C (the start room). hit this button through the broken glass to free a hostage in a vent shaft.



Follow the hallway leading from the first room, fighting the symbiotes as you go. Take a quick detour up the vent shaft just around the corner from File Room C to find the comic. When you reach the room with the hostage, free him, then look around the ceiling for an accessible vent shaft.



Hit the button on the wall in the next room to free the hostage in the vent shaft. That's the final hostage. Continue to follow the room until you find an elevator. Hit the button on the wall to open the doors and jump in to end the level.



Elevator Descent

Amazing Spider-Man #42

After freeing the first hostage,

climb into the vent shaft just

around the corner from File



Room C to find it.

Amazing Spider-Man #100 At the bottom of the shaft, hit the left button and enter the left tunnel to find the comic



This is another fairly easy level. You don't even need to stay on the elevator car if you don't want to. When the car gets stuck, look for the niche in the wall and hit a button to get it moving again. At the bottom there are two buttons and two doors. The door on the right leads to the level exit.



Stop the Presses!



Amazing Spider-Man #50

In the second large press room, lift the pallet of paper rolls next to the third symbiote generator and you'll find the comic underneath.



There are four symbiote generators in this level that must be destroyed before you can exit. The first generator is right in front of Spidey when the level begins. The second is in a small room off the left wall. Destroying it opens a large metal shutter back in the main room



The third generator is in the middle of the second press room The final generator is in the room to the left of the second press room. After it's destroyed, follow the Spidey-Compass to the ladder leading into the basement.

Bugle's Basement





Stop the leaking

pipes in the second



There are two more symbiote generators to destroy in this area. The first is in the room with this switch, near the start of the level. Hit the switch, jump into the furnace and immediately hit R1 to zip up into a hidden niche filled with goodies. Then return to the main corridor and you'll find a new path opened through one of the furnaces.



Swing across the furnace gap into the new area. Some pipes along the walls will spring leaks. Go into L1 targeting mode and hit each leak with webbing (the cursor will turn blue when you're targeting the right place). This will reveal the hidden comic. When you come to what looks like a dead end filled with brownish fog, look up and enter the hole in the ceiling. Pull the lever, then return to the main tunnel to find a new area opened with the second generator. Destroy it, then follow the Compass to the level exit.

Spidey vs. Mysterio



Amazing Spider-Man #311 first life bar, the comic



After taking out Mysterio's appears down on the first level of the room (knee level to Mysterio).



The battle against Mysterio is intense. It takes place in a circular room with three levels. The first part of the fight is pretty easy. You'll need to hit each of the glowing targets on Mysterio's costume with impact webbing-two at knee level, two at waist level and two at shoulder level. He'll try to stomp on you, grab you and send rolling metal wheels after you. Run to avoid his physical attacks and hop up or down to a different level to avoid the spiked wheels. After destroying the first set of targets, Mysterio gets a second life bar and things get hairy. The first two levels now have electrified floors, so try to stay on the top level. Jump over Mysterio's hand when he reaches for you and run to avoid the lasers he fires. Take out the two lasers on his shoulders, then finish him off with a barrage of impact webbing to his domed head.



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Spider-Man



Waterfront Warehouse

Amazing Spider-Man #129 In the second large room, it's sitting on the stack of crates on the left side of

the room.

Amazina Spider-Man #15 Just before the level exit, hop over the hole in the floor and push on the metal gate to reveal a hidden area.



There are more generators to de stroy in this area. The first two are in the start room. Take them out, stock up on the flame web powerups to take out the symbiotes with ease, then look around for the passage in the upper wall that leads to the next section. Inside the passage, turn right to find the third generator, then follow the passage out to the second large warehouse room.



Take out the final two generators in the second room, then head out through the ground level hallway. Be careful when making the second drop over the fan-this one's not covered and will kill you if you fall into it.



Here's the gate you can knock over to get to the hidden comic. You'll have to avoid the last hole in the tunnel floor (that leads to the next level) to get to the gate.

Underwater Trench



Amazing Spider-Man #2 Pull the lever in the second giant gear room (after the second "obstacle course"), then return to the first obstacle course chamber and go through the lower door at the far end.



This level consists of three tough obstacle courses. The floor is electrified and will kill you if you fall. You must swing from platform to platform, quickly destroying the laser turrets on each. Impact webbing auto-targets the lasers and takes them out



room, you'll find this hidden lever in the northeast corner behind the machinery. Pull it to open the second door back in the first obstacle chamber. Return there to get the hidden comic.

Stopping the Fog



Spider-Man 2099 #1 Crawl down the central pillar in the room and look for the niche with the comic



in the game. The level consists of a central hub with catwalks leading to four rooms. Only one is accessible at first: the one that says "Security Control" above the door. Inside that room, pull the lever on the control panel to open the other doors off of the hub. Pull the levers in each of these three rooms and the level's over!

Spidey vs. Dr. Octopus



Amazing Spider-Man #3

After Doc Ock's shield goes down the first time, the comic ap pears for a very brief period of time near the wall. This is inarguably the hardest comic in the whole game to secure.



Doc Ock plays it cheap for this battle, hiding behind an impenetrable force shield and striking out at Spidey with his tentacles. In order to get a shot in at the guy, you'll have to hit four "On" buttons that descend from the ceiling while constantly moving to avoid Ock's attacks. Each button puts up a force wall, and if you get trapped between two of them you'll need to zip onto the ceiling to get around. Once all four buttons have been pressed, Ock's shield will go down for a brief time. There's enough time to nail him with four impact web balls before he's protected again. Repeat the process and Ock will fall the third time you take out his shield.

Spidey vs. Carnage



Amazing Spider-Man #33 It appears briefly in the middle of



the sonic bubble.



Carnage seems like one of the hardest bosses in the game at first-Spidey can't hurt him at all! The only way to inflict damage on the red symbiote is to get him into the sonic bubble in the middle of the room. Not an easy feat! The best way to do it is to use the yank web technique to get Carnage next to Spidey, then quickly punch him into the bubble. Once he's in there, he'll take some damage and then the sonic bubble will turn off to recharge Here's a super-simple way to polish Carnage off: After getting him into the bubble, let him take the damage, then repeatedly use the capture web to hold him in place. He'll break out of it, but if you keep hitting him with it, he won't be able to move and will still be in the bubble when it re-activates. Repeat this method for a guaranteed victory.

Spidey vs. Monster-Ock!



Amazing Spider-Man #252 It's in the corner of the first turn in the tunnel.



Amazing Fantasy #15 It's located about 3/4 of the way through the tunnel,

in another corner.

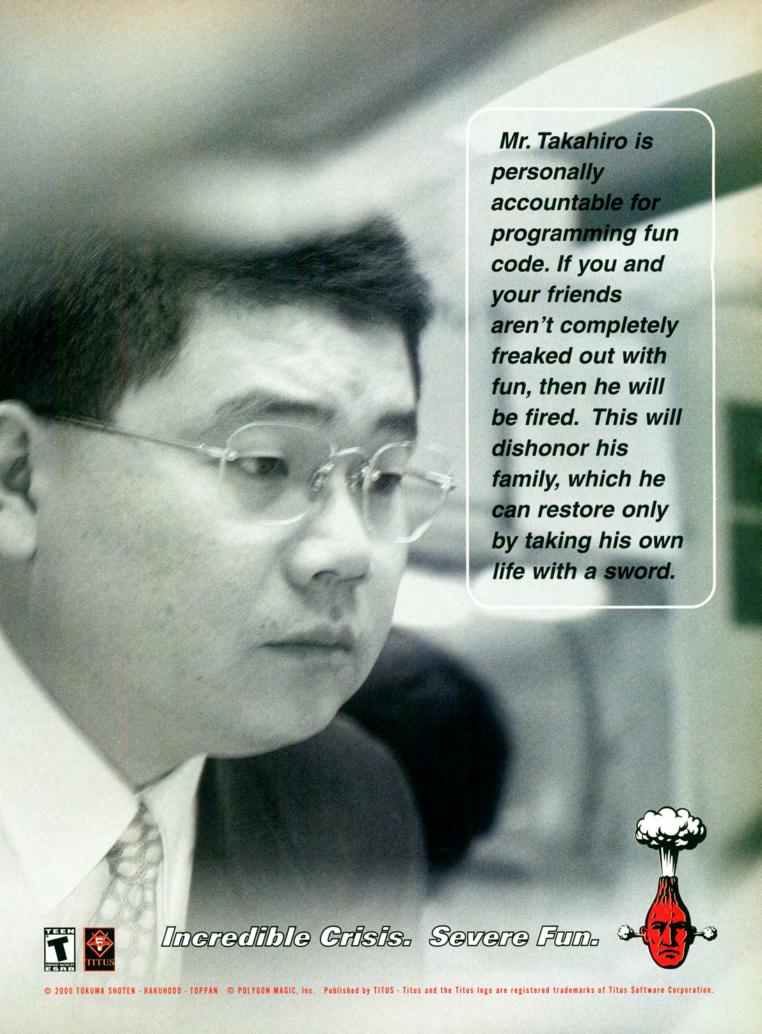


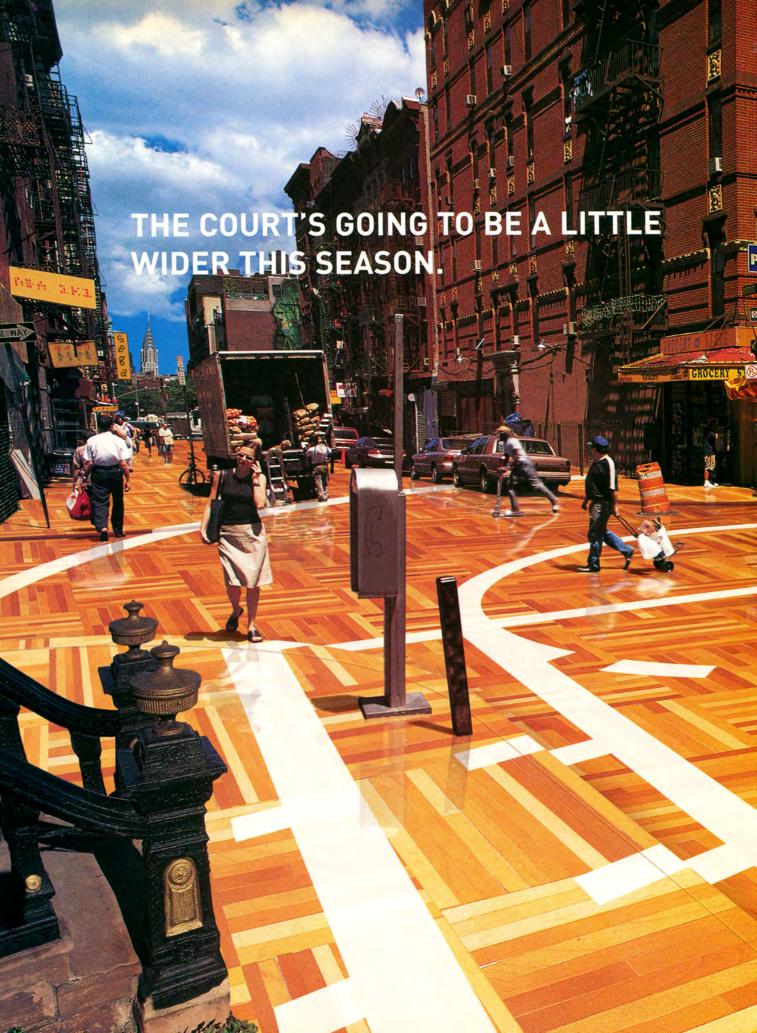
The final challenge is a grueling run through a seemingly endless tunnel with Monster-Ock hot on your tail. The trick is to take to the air as much as possible to put distance between Spidey and Ock. Jump and web-swing through the longer stretches of tunnel for faster movement. Avoid sticking to walls, since that'll only impede your progress. Use the zip-line to quickly ascend the vertical sections.

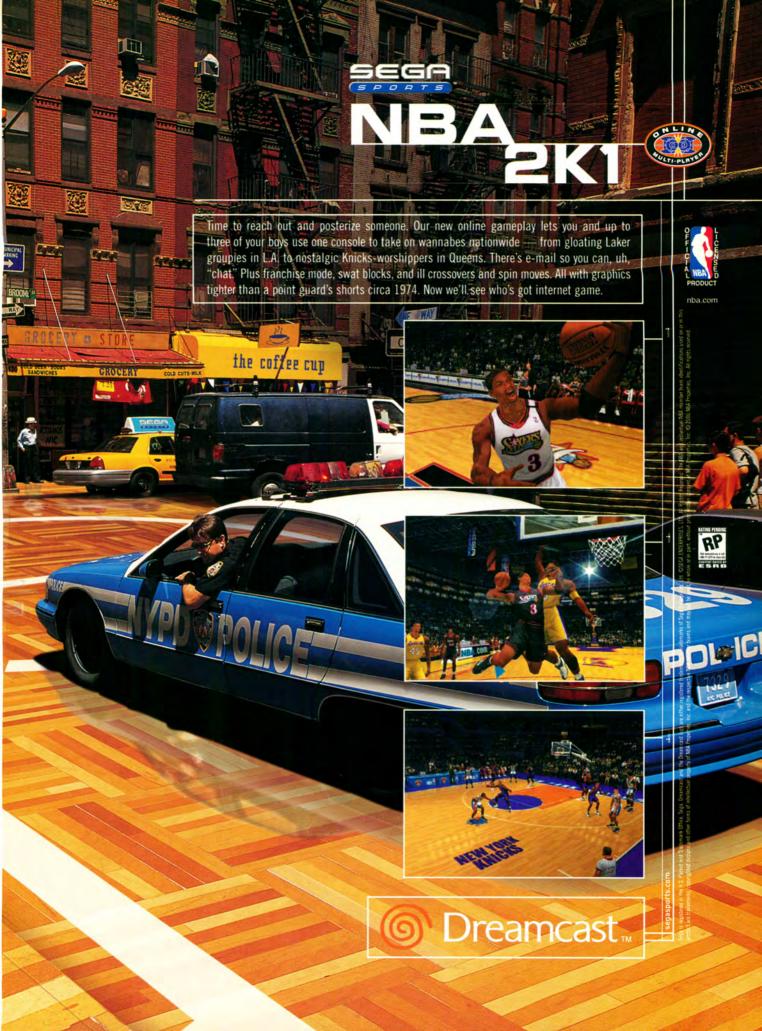
Final Justice

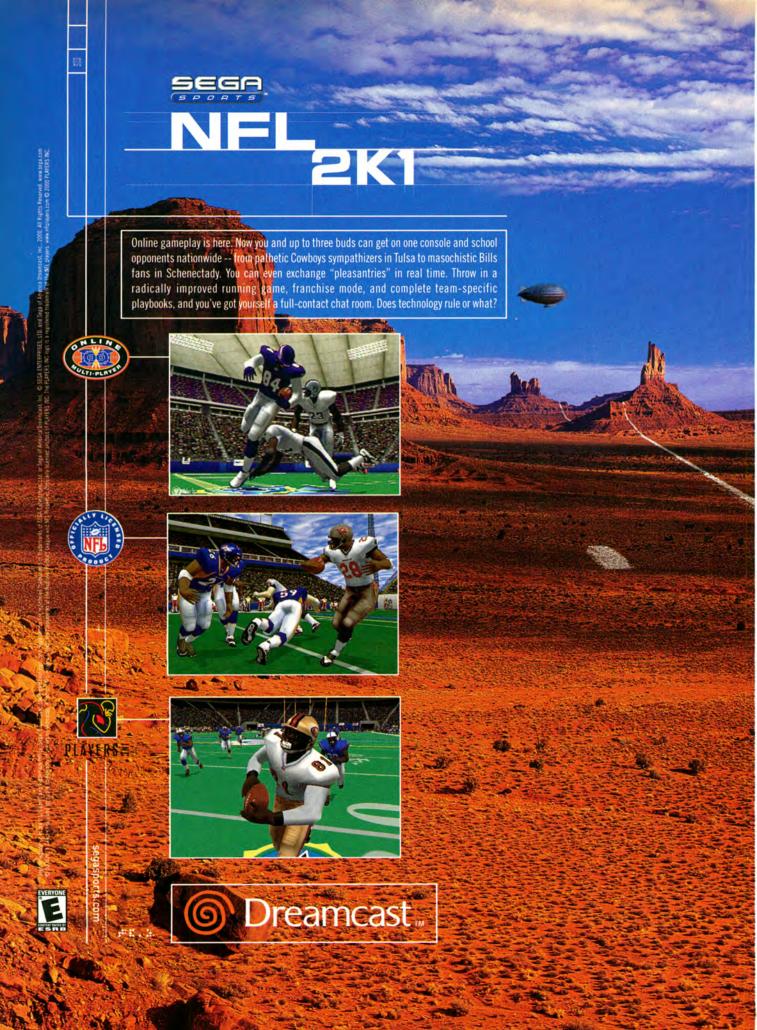
After finishing the final level, sit back and watch the hilarious ending, then check out the rewards your hard work paid out—the ultra-cool black symbiote Spidey costume is unlocked, and choosing "Play Again!" instead of starting a new game will put you on the track to unlock the Spider-Man Unlimited costume by beating the game a second time. Finally, you can now check out the professional storyboards for all of the in-game movie scenes. It's good stuff, true believers!

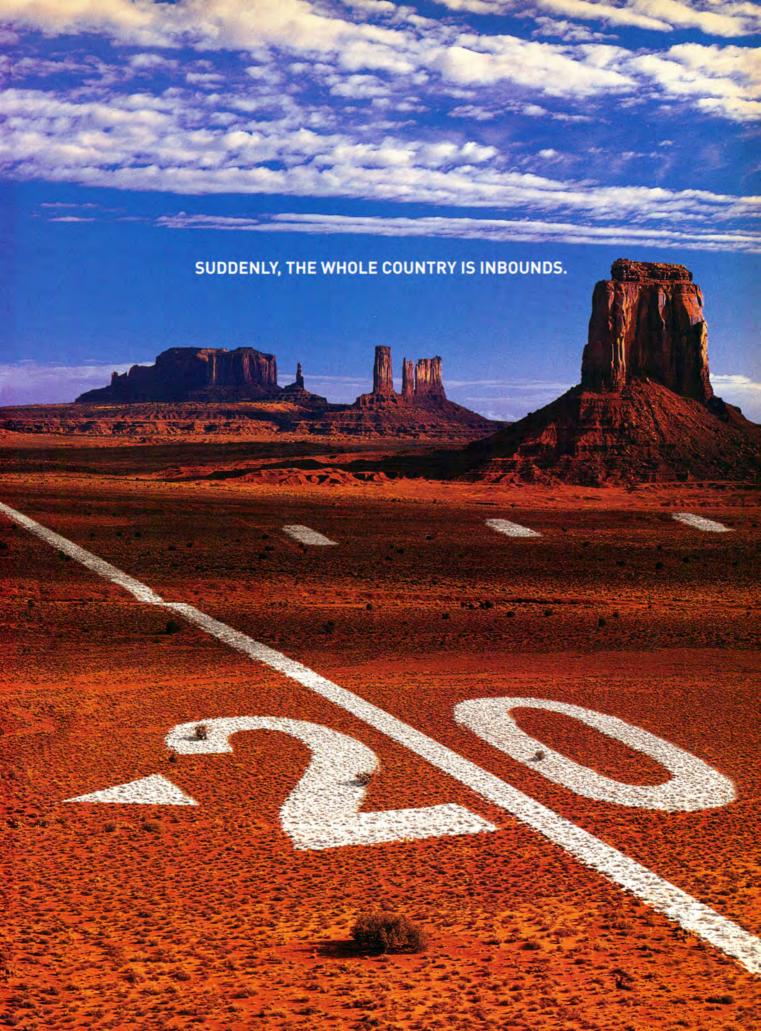


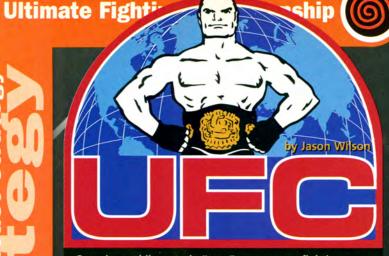












Once in a while, a truly "new" one-on-one fighting game comes along and just blows everyone's mind. Ultimate Fighting Championship is not an artistic masterpiece with the maturity of the Virtua Fighter or Street Fighter series, but it has something that most fighting games to this day do not have: a counter to each and every move in the game. Most of the special moves are "tap" related, similar to the Tobal games. To succeed, you must use effective counter moves, keep yourself at a safe distance in order to recover energy properly and utilize your fighter's specific style strengths. For example, knowing Andre Roberts is a large, strong fighter, you will want to wear your opponent down with his powerful punches and kicks rather than grapple on the floor—especially if you are fighting a much smaller, submission-style opponent who NEEDS to lure a larger opponent to the mat to set him up for a maneuver that will cause him to "tap out." All of the fighters in the UFC are real athletes who compete for fame, glory and the right to hold the Ultimate Fighting Championship World Championship! This strategy guide will discuss the main techniques for each character that will give you the greatest chance of obtaining the Ultimate Fighting Championship World Title. Are you ready? LET'S GET IT ON!

UFC MODE





You're going to need to win three matches with each of the fighters in order to obtain a Silver UFC Belt, which enables you to compete in the Champion Road option, allowing to you defend your belt against 12 straight hungry UFC opponents. Also, each

time you win a silver UFC title belt, you will have enabled that particular fighter's grappling techniques during Career Mode, allowing you to create the fighter of your dreams!

B**ASIĆ MOVES**

These basic techniques are universal; they work for any of the UFC competitors. Master them in Training Mode before attempting to enter the competition.

Standing Moves

Left Punch-X

Right Punch-Y

Left Kick-A

Right Kick-B

Take Down—X + A simultaneously, or Y + B simultaneously

Counter Punch—X + Y simultaneously

Counter Kick—A + B simultaneously

Strong Left Punch—← + X

Strong Right Punch—← + Y

Strong Left Kick—← + A

Strong Right Kick-←+ B

Strong Left Punch Type 2-→ + X

Strong Right Punch Type 2-→ + Y

Strong Left Kick Type 2-→ + A

Strong Right Kick Type 2-+ + B

Alternate Kick—↑ + A

Alternate Kick 2- ↓ + A

Alternate Kick 3—↑ + B

Alternate Kick 4—↓ + B

Mounted Attacks (While on top of your opponent)

Left Punch—X

Right Punch-Y

Grab-X + A simultaneously

Counter-X + Y simultaneously

THE UFC FIGHTERS

This detailed list displays each character's unique moves that are correlated only to that particular fighter. Some of the moves must be entered very quickly and must be precise in order for them to work properly.

NOTE: For all Special Moves, refer to the UFC instruction manual... or the in-game tutorial, which contains each special move the game has to offer!



ANDRE ROBERTS The Chief"

Discipline: Wrestling/Boxing Age: 35

Height: 6'2' Weight: 345 Hometown: Tama, IA Strengths:

Wrestling Ability Size and Strength



Jeremy Horn can bring an opponent to the ground and have a Reverse Arm bar Cross Mount in the first few seconds of Round One! Horn is one of the most dangerous characters in the game due to his ability to quickly dominate and end the match with just one move. Horn's Jiu-Jitsu fighting style differs from the other fighters because it leaves him open after certain punches when followed by a Forward Step. Attack your opponent relentlessly to bring them to the ground, and perform a cross mount maneuver, which will enable Horn to do the majority of his damage from various punches.

A DÍFFICULT RÓAD



This is not an easy task by any stretch of the imagination. Getting through UFC Mode without getting pummeled in an early round match-up is not a piece of ake. You will need to understand each of the fighter's characteristics and get familiar with the special techniques that each likes to exploit. You will need to counter moves effectively, learn when to dodge and

build your energy bar back to a normal state. Each UFC

match will either end within 20 seconds,



or last quite a while depending on how much of a defensive presence you can flaunt throughout the match. As stated in the introduction, take advantage of the fighting style that each competitor is known for. Stay at a safe distance from your opponent at all times. A few quick hits or a submission-style maneuver is all it takes for you to go down for good or "tap out."

SECRÉT CHARACTERS







Card Girl—Earn a Silver UFC Belt with ALL 22 fighters and you will be able to play as Card Girl in "Create a Fighter" Mode.







Witi Man—Earn a Gold UFC Bert with any fighter and you will be able to play as Ulti Man in "Create a Fighter" Mode..



BAS RUTTEN

Discipline: Wrestling/Boxing Age: 35 Height: 6'1"

Weight: 215 Hometown: Los Angeles, CA Strengths: Excellent Striker

Excellent Striker Good Submission Fighter Takedown Defense Skills

Rutten is an accomplished boxer, but is very slow and lethargic when coming up with an offensive scheme to



take on certain opponents. Rutten has difficulties matching up with other strikers such as Pedro Rizzo. Rutten does not have many takedown techniques, therefore it is wiser to bash your opponent with Rutten's quick jabs and hooks.



CHUCK LIDDELL

The Iceman"

Discipline: Kickboxing Age: 30

Height: 6'2"
Weight: 199
Hometown: San Luis Obispo, CA
Strengths:

Well-Rounded Fighter Champion Kickboxer Height Advantage

Chuck Liddell's powerful kicks are hard to avoid. They may be slow when coming out, but one well placed kick to



the head will automatically stagger your opponent, allowing Liddell to work his magic on the ground. Liddell is an underrated "ground and pound" fighter, being highly underestimated when in this position. Beware, though; Liddell can not utilize submission maneuvers since his main discipline is kickboxing.



EUGENE JACKSON

Discipline: Freestyle Age: 33

Height: 5'8" Weight: 195 Hometown: Palo Alto, CA Strengths:

Good Striking Power Used to Bottom Fighting Physical Strengths

Jackson is an accomplished boxer, but has little prowess in the endurance department and can be

weakened



easily if he throws too many punches at a time. Watch your strength bar when using Jackson; know when to play defensive and when to use a flurry of punches for the win.

Ultimate Fighting Championship





evan Tanner

Discipline: Freestyle Age: 28 Height: 6'0"

Weight: 199 Hometown: Dallas, TX Strengths: Strong Grappling Ability

Effective Side Changes

Another fighter at the maximum of the weight class for middleweights, **Evan Tanner** is not a fight-

Knee Strikes



er you want to grapple with. Combine Tanner's extensive ground tactics with his original knee strikes that can daze the opponent and you will have a hard time figuring out Tanner's unorthodox style (at least compared to the other fighters).



PEDRO RIZZO

Discipline: Ruas Vale Todo Age: 26

Height: 6'1" Weight: 228

Hometown: Rio de Janeiro, Brazil Strengths:

Quick, Accurate Strikes

Comfortable Fighting on the Ground **Good Ground Defense**

Pedro Rizzo has defeated some of the best the UFC has to offer during his short tenure. His most recent match ended in disappoint-



ment, as he was defeated by the reigning UFC champion, Kevin Randleman in a lessthan-thrilling five-round match. Rizzo relies on quick strikes, fancying himself a kickboxer, but is weak on ground offense. Stick and move with Rizzo, utilizing his kicking and strengths, keeping away from a possible ground confrontation with a grappler.



FRANK SHAMROCK

Discipline: Submission Fighting Age: 27

Height: 5'10" Weight: 192

Hometown: San Jose, CA

Strengths: Submission Master Versatile Striker

Excellent Conditioning

Like his brother Ken in the professional wrestling ranks, Frank Shamrock relies on submission tac tics and countless mind games to



diminish his opponent's confidence. Shamrock has the most moves of any of the UFC characters, mainly due to his intensive ground tactical methods. Once Shamrock has an opponent grounded, it's only a matter of time. Either a Triangle Mount or Knee Cross Hold will finish the job quite efficiently.



GARY GOODRIDGE "Big Daddy"

Discipline: Freestyle Age: 34

Height: 6'2"

Weight: 252 Hometown: Ontario, Canada

Strengths: Submissions Knockout Puncher Overpowering **Techniques**



ute in the artillery of one of the most feared fighters in the UFC. Goodridge has almost no delay on his "one-two" punch combination; he can easily overpower his opponent and pummel him to the canvas. Goodridge's endurance is legendary, allowing him to beat down his opponent after a successful mount with relative ease.



rsuyoshi kosaka

Discipline: Submission Fighting

Age: 30 Weight: 225

Hometown: Seattle, WA

Strenaths:

Expert Ground fighter

Versatile Striker **Known for Conditioning**

Kosaka is a seasoned fighter who knows all the tricks in the book from

his many

years in the



UFC. He can match up well with almost anyone, and can be a tactical ground warrior if placed in that position. Constant jab punches and side foot sweeps enable Kosaka to work his way into the opponent's "personal space."



GUY MEZGER

Discipline: Submission Fighting Age: 32 Height: 6'1"

Weight: 199 Hometown: Dallas, Texas

Strengths: **Excellent Submission Moves Extensive Ground Work Powerful Strikes**

Guy Mezger's strength lies in working an opponent who has fallen to the mat.



Unfortunately, his weakness in hand-to-hand combat means that he won't be able to get into that position regularly. It is difficult to push and pull the bigger UFC fighters around if you are not a seasoned conditioner, which Mezger is not. However, once on the ground, if you are not using another counter-type submission fighter, Mezger will wipe the mat with your face!







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Ultimate Fighting Championship





MARK COLEMAN

The Hammer"

Discipline: Freestyle Wrestling Age: 35

Height: 6'1 Weight: 240

Hometown: Columbus, OH

Strengths: Powerful Striker

Superb Takedowns Master of "Pound and Ground"

One of the most feared names in the UFC, Mark Coleman personal ly trained Kevin Randleman, who in turn won his first UFC



Championship! Coleman's wrestling technique is unmatched, and his ability to pummel the opponent helpless makes him a formidable foe for anyone. Take down your opponent and start pounding away; Coleman's strength on the ground is nearly unmatched...



MATT HUGHES

Discipline: Wrestling Age: 26 Height: 5'9

Weight: 169 Hometown: Charleston, IL Strengths: Grappling Ability Good Wrestler **Excellent Takedowns**

Matt Hughes is a vicious competitor at his young age, falling just below the middleweight class. Hughes relies more on take-



down tactics and overpowering the opponent on mounted positions in a style that compares to Kevin Randleman and Mark Coleman's. Hughes' signature Press Slam startles the opponent and forces them into mistakes early.



MAURICE SMITH

Discipline: Kickboxing/Grappling Height: 6'2"

Weight: 217

Hometown: Seattle, Washington

Good Ground Defense Master Striker **Good Ring Strategist**

Smith engineered possibly the greatest UFC upset in history when the kickboxing specialist finished off Mark Coleman in a



battle of contrasting styles. Smith's age does not show in his technique. His strikes are quick and effective, and his alternating High Kick/Low Kick interchanging moves wear your opponent down.



PAT MILETECH "The Croation Sensation"

Discipline: Freestyle Jiu-Jitsu Age: 32

Weight: 169

Hometown: Bettendorf, IA

Strengths:

Excellent Defense

Mixes Striking and Ground Work **Great Submission Grappler**

Miletich makes quick work of the opposition with his famous wrestling techniques; they are replicated by many fighters around the world



who train at his fighting school in lowa. Miletich is one of the smaller fighters in the UFC, but don't let that fool you. His submission surprise tactics and outstanding ability to go the distance" work magnificently for this efficient, patient competitor.



MARCO RUAS
"The King of the Street"

Discipline: Ruas Vale Tudo Age: 39

Height: 6'1" Weight: 220

Hometown: Rio de Janeiro, Brazil

Strengths:

Good Striker and Grappler **Excellent Conditioning** Versatile Striker

Ruas is a legend in is own time. Now training Pedro Rizzo to be his successor. Ruas' skills have diminished with age. Concentrate on



using Ruas' kicks to get close to your opponent, staying close to the center of the Octagon as much as possible. Ruas is weak when taken down and does not have as much power when in a mounted position.





PETE WILLIAMS

Discipline: Submission Age: 25

Height: 6'3' Weight: 235

Hometown: Dallas, TX

Strengths: Versatility

Submission Master

Pete Williams' specialties may lie in his ability to make the opponent submit, but his set-up moves revolve around



double kicks that can daze an opponent with ease. His versatility as a fighter and ability to adapt to another fighter's style is impressive to say the least, and with Williams as formidable as he is at his tender age, we can only imagine what this youngster will accomplish at future UFC events.



Ultimate Fighting Championship



MIKEY BURNETT

Discipline: Submission Fighting

Height: 5'6" Weight: 169

Hometown: Tulsa, Oklahoma

Strengths: Good Wrestler **Extremely Powerful Devastating Punches**

As the smallest of the UFC fighters, Mikey **Burnett might** make you laugh... but he will also make you pay for



underestimating his submission style and overpowering tactics. Use Burnett's power punches to get in close, then lead your opponent into a takedown and strike accordingly. Burnett's specialty is the Chicken Wing Arm Lock from Mount.



JEREMY HORN

Discipline: Freestyle Jiu-Jitsu Height: 6'1"

Weight: 220 Hometown: Moline, IL

Strengths: Standing Skills Experience **Ground Specialist**

Jeremy Horn can bring an opponent

to the ground and have a Reverse Arm bar Cross Mount in the first few seconds of Round One! Horn is one of the most dangerous characters in the game due to his ability to quickly dominate and end the match with just one move. Horn's Jiu-Jitsu fighting style differs from the other fighters because it leaves him open after certain punches when followed by a Forward Step. Attack your opponent relentlessly to bring them to the ground, and perform a cross mount maneuver, which will enable Horn to do the majority of his damage from various punches.



KEVIN RANDLEMAN

The Monster"

Discipline: Wrestling Age: 29

Height: 5'10' Weight: 212 Hometown: Columbus, OH Strengths: Wrestling Ability Extensive Takedowns

Good Submission Maneuvers

The former **NCAA** Collegiate Wrestling Heavyweight Champion recently defended his UFC World Championship



belt against Pedro Rizzo in a very boring match that did not display any of Randleman's wrestling capabilities or punching power. That will not be a factor when using Randleman in the UFC video game. Strike his legs-not his face-to weaken him.





TIM LAJCIK

The Bohemian"

Discipline: Wrestling/Boxing Age: 35

Height: 6'1' Weight: 220

Hometown: Redwood City, CA

Strengths:

Good Wrestling Ability

Hard Striker

Mat Ouickness

Tim Laicik sometimes gets overlooked among the Kevin

Randlemans and Marc Colemans of

the UFC, but he is actually a very formidable opponent who can pull off a few upsets when used properly. His mat abilities are unreachable, he is just too quick to counter attempted submission holds, arm bars and various cross hooks that are commonplace in the world of the UFC.



TITO ORTIZ

The Badboy"

Discipline: Submission Fighting Age: 25

Height: 6'2' Weight: 199

Hometown: Huntington Beach, CA

Strengths:

Great Puncher with Long Reach

Wrestling Ability

Weight Advantage for being a Middleweight

The UFC Middleweight Champion is very flashy and can beat you in an instant with any of his numerous



submission tactics. Tito's reach advantage plays an important role in maintaining his stamina throughout the later rounds. Tito can punch an opponent and regain his stamina almost simultaneously since he is practically blocking after he throws a flurry of punches anyway. Tito can fight well on the ground and ultimately overpower the opponent with his punching strength.



RON WATERMAN

Discipline: Wrestling Age: 34

Height: 6'2'

Hometown: Broomfield, CO

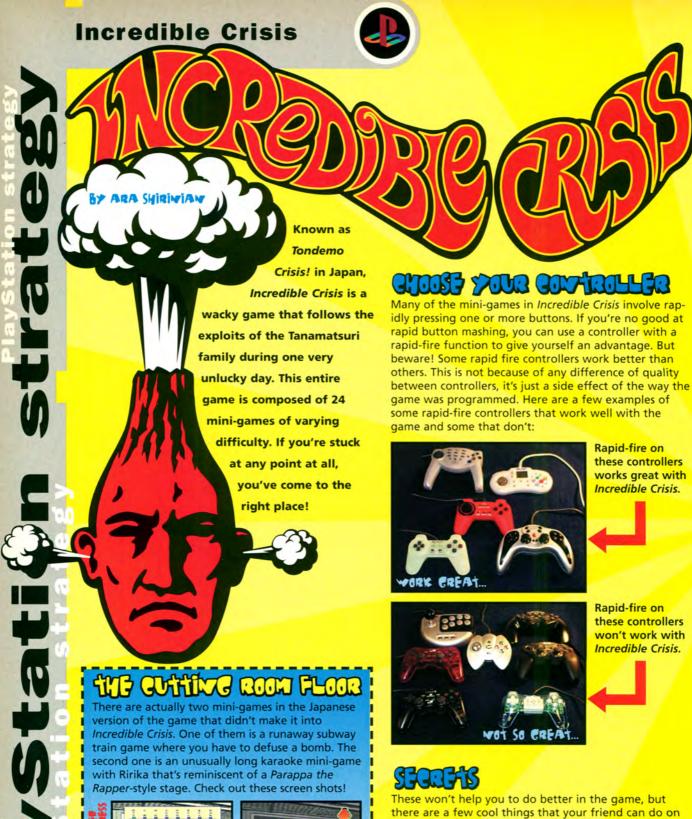
Strengths: Wrestling Ability **Physical Strength** "Ground and Pound" Style

Ron Waterman has a quick style that allows him to grab an opponent and slam him down unexpectedly to begin his patented "Ground



and Pound" exploitation tactics. Waterman can beat you in many ways, but his offense is better suited for ground style fights. His strength allows him to rush his opponent immediately, but if not careful, Waterman can be put in a submission hold if he telegraphs his moves too much.













These won't help you to do better in the game, but there are a few cool things that your friend can do on the second controller while you play. In some cases, the "Skinny" and "Big Head" codes won't work if you can't see the player's character on the screen.

Rapid-fire on these controllers

works great with

Incredible Crisis.

Rapid-fire on these controllers won't work with Incredible Crisis.

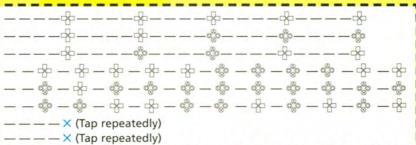
Hold this button on Controller 2	To get this effect
Right or Left	Skinny player
Up or Down	Big Head player
X	Whistle sound effect
	"Boo" sound effect
Δ	Bicycle horn sound effect
0	Drum hit sound effect

IF Story of taxeo

TANEO DANCE FEVER

This is the first stage. All you need to do is to press the corresponding controller buttons as they reach the center mark. The pattern of buttons that you encounter will change every time you play this mini-game, but they will always have the same structure as shown below. The icon represents a direction on the D-pad and the icon represents one of the four shape buttons on the controller.







BOWLING INFERNO

Here, you must run from the giant iron ball that's chasing you. If you press × too rapidly, the number of "energy drinks" will deplete and you won't be able to run

Phase	Obstacles
1	No Obstacles
2	Ladder, Ladder
3	Barricade, Ladder, Barricade

quickly. You must find the proper pace, pressing × fast enough so that the ball does not crush you and slow enough that all the energy drinks don't disappear. There are three sections (I'll call these "phases") that Taneo will run through. You must duck at

the right moment to avoid ladders and jump to avoid barricades. The order and placement of obstacles is the exact same every time you play.



FLEVATOR OF DOOM!

In this mini-game you must press × as fast as you can while dodging debris that will occasionally fall toward you. Hold any direction on the controller to move out of the way. You'll move back into position when you let go of the D-pad. Try to anticipate when an object will hit you and get out of the way before then. It's much better to get out of the way too early rather than too late, since there is a huge penalty for getting hit. There are two phases to this game, each one will start at 1,000m.



BIRD ON A WIRE

In this stage, you have a time limit of approximately two and a half minutes. When you hold down \times , the movement meter will begin to fill from the left side of the screen. When you release \times , it will stop. The color that it stops on determines what happens to Taneo:

Green Zone: Move forward one step. **Blue Zone:** Move forward one step, but lose balance.

Red Zone: Don't move forward.

Ideally, you will want to stop the meter on the green zone every time. Every few steps you take, the red zone will increase in size and the green zone will become smaller. Also, the speed of the movement meter will increase!



PARAMEDIES, THE A TEAM

Here is a quiz game where you must answer ten correct questions. The questions that will appear for you are random, but on the next page you'll find some facts that will give you all of the trivia you need to know to answer the questions correctly. There are some math questions; unfortunately, most of those are totally random. Usually you'll get ones like 6,066 x 120 = 727,922?, which are practically impossible to compute in the three second time limit. An easy way to make good guess for questions like these is to just consider the last digit in each part of the equation. Six times any multiple of 10

can't result in a number with a "2" in the ones digit, so this answer to this one must be no. You can apply this technique to any of the math-type questions.

Incredible Crisis



PARAMEDIES, THE A TEAM

- 1 kilometer = 1,000 meters
- 1 kilogram = 1,000,000 milligrams
- 1 kilogram = 1,000 grams
- Alaska is the northernmost state in the U.S.
- California is the westernmost state in the U.S. (This is not true, but the game thinks it is.)
- · Basketball is played by 5 people per team.
- Soccer is played by 11 people per team.
- Nightingale took an active role in the Crimean War.
- The reindeers pulling Santa's sleigh are all female.
- Tokyo Tower is 333 meters high.
- The currency of Japan is Yen.
- The Danish flag is the oldest national flag in the world.
- 100 minutes past 11:15 is 1:55.

Here are two difficult questions that you might encounter. The first paragraph in each one won't change, so you can recognize the question when it appears without having to read it.

Taro is heavier than Hanako; Pierre is heavier than Taro. Hanako is the oldest & Pierre was born before Taro.

- Pierre is the youngest and heaviest.
- Hanako is the oldest and lightest.

Point A is 300m north of tower & point B is 1km east of tower. C is 500m west of B and D is 200m south of tower.

- Point A is 500m north of point D.
- The tower is west of point C.



LET'S GO BY STRETCHER!

This game lasts about two minutes and fifteen seconds. The controls are very simple, but it may be confusing at first because the stretcher veers back and forth wildly each time you press **Right** or **Left**. Try to ignore this effect and imagine that you are either just in one lane or the other. There are five lanes on the street and your stretcher cannot stay between lanes. If you want to move a number of lanes left or right quickly, don't hold the directional button, instead tap it by however many lanes you want to move.

There are three types of obstacles you'll encounter on the road: barricades, motorcycles and cars. If you must hit something, hit a barricade because you won't get penalized for it (aside from the temporary loss of control. Motorcycles will appear from the beginning and take up one lane. They always move straight, so they're easy to dodge. When there's about 950m left to go, yellow and red cars will appear. These guys are tricky because they always swerve across lanes. However, they also always swerve away from the original lane they appear in. Move in front of a car before it swerves to guarantee that it won't hit you. At around 350m left to go, blue cars will appear. These look similar to the other cars, but they won't swerve. Don't confuse the two different types!



LOVE, FIREWORKS, AND FERRIS WHEEL

This is one of the toughest stages you'll face. The idea here is to press the direction that your "date" tells you to, until you reach the correct point, then press × as rapidly as possible. If you have a rapid-fire controller, it will really help. Don't stop pressing × until she tells you to move again! Most of the difficulty of this stage comes from the random

nature of how many spaces you need to traverse

to get to the correct point. It varies a lot, so don't get discouraged. The chart to the right shows you approximately how many times you have to press the directional button, depending on what your "date" says:

VIf she says this... Do this...

"All the way..."

"Further..."

Press the specified direction about 40 times.

Press the specified direction about 20 times.

Press the specified direction about 10 times.

Press the specified direction about 5 times.

Press the specified direction once or twice.

Remember, these values are only approximations. Sometimes "All the way down" might mean that the point is 50 spaces down, other times it may only be 30 spaces.



independence bay

This mini-game will seem really tough at first, but there are some techniques you can use to improve your chances of winning. Once again, a rapid-fire controller is a great way to cheat here. The most important thing to remember is to move your targeting cursor as little as possible. Instead of chasing the missiles around, leave the cursor near the top of the screen (as shown in the photo) and just move left and right as missiles approach. You should be rapidly pressing × the whole time. When the timer reaches 550, the missiles will start heading towards you! Even if this happens, don't move the

cursor down. The missiles that hit you will only temporarily slow down your cursor and it's a waste of time to move around the screen so much. Concentrate only on the ones heading for the alien ship.



titanie away

This game is similar to the "Elevator of Doom," but it's slightly more complicated. You can use the same techniques you learned in that mini-game here. In addition to pressing × rapidly and dodging falling objects, you must empty your bucket each time it fills up. It's not very hard, but it might be a bit of an endurance challenge for those without rapid-fire. If you're having trouble with this one, try to make sure that you bail out your bucket before anything hits you, including the sailor who dances on the plug. Remember, your bucket doesn't have to be completely full for you to bail it out, and sometimes it will be to your advantage to only fill it up partially.

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THE STORY OF ETSUED

AFTERWOON OF THE WOLVES

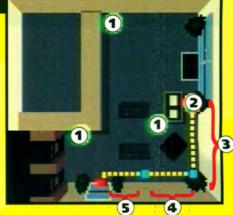


You have just under three and a half minutes to complete this game. On the radar, you're the pink dot. When you press × rapidly, you will move in the direction of the dotted line.

Pressing \triangle will immediately move you back to the starting point, or the last safe point that you reached. The other three dots represent the robbers. Their color will change depending on what each of them is doing

Robbers color	Means
Green	He's looking away from you.
Yellow	He'll turn toward you in a moment.
Red	He's looking toward you.

If you sneak around while any of the robbers are looking at you (red), you'll get caught and it'll be game over! There are three phases to this game. The movements of the robbers will change in each phase. If this sounds confusing, all you need to do is look on the radar, then rapidly press × when the nearby robbers are all green.



1 Robbers

2 Etsuko

3 Phase 1

4 Phase 2

Phase



In this mini-game, you must select different items that will add up to exactly to a certain weight. There are only four different required weights possible. In the chart below, you can find exactly what items will add up to the weight you need to match. When the game begins, first press to see what the required weight is. Then, just look at the chart and select the listed items! You must press again to complete the stage after you're finished

I POUND FOR POUND

For this required weight	Use these items		Location
6,127g	Buffalo's Horn Snapper Tangerine Tissue Medicinal Herb	4,000g 2,000g 50g 44g 33g	1st row 1st row 3rd row 3rd row 3rd row
6,666g	Bear's Paw Chinese Cabbage Tangerine Tangerine Medicinal Herb Medicinal Herb	5,000g 1,500g 50g 50g 33g 33g	1st row 1st row 2nd row 4th row 4th row 2nd row
7,010g	Bear's Paw Chinese Cabbage Green Onion Carrot Tangerine	5,000g 1,500g 320g 140g 50g	1st row 2nd row 2nd row 4th row 2nd row
9,355g	Bear's Paw Buffalo's Horn Onion Carrot Tissue Perilla	5,000g 4,000g 160g 140g 44g 11g	1st row 5th row 5th row 4th row 3rd row 5th row

If you've played games like Beatmania (a k a Hip

If you've played games like *Beatmania* (a.k.a *Hip-Hop Mania*), this mini-game will be really easy. All you have to do is hit the corresponding button as it reaches the bottom of the screen. It's a bit awkward because the corresponding note will not play unless you hit the button exactly.



TIPS & TRICKS

October 2000

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Incredible Crisis



strate



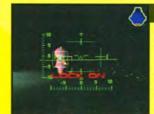
SMOWBOARDING WITH WOLVES

This mini-game is pretty simple, but it's almost impossible to control the snowboard. If you hit either edge of the path, you'll spin out of control for a few moments. This won't hurt you directly, but it's very frustrating. On the other hand, the machine guns and grenades coming from the wolves will definitely hurt you. If you want to snowboard in a straight line (or close to it), move left and right just by tapping the directional pad. One tap is enough to point you in the opposite direction; you must continually weave back and forth to stay in the middle.

LOOKS LIKE TOP GUN



Here you must maneuver the plane through a tunnel. It's a little awkward because of the strange camera angle. You can hit the walls, ceiling and floor of the tunnel without any penalty, so all you really need to watch out for is the oncoming jets and the closing doors.

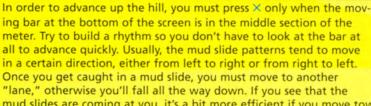


BEAR WARS

In this mini-game, you must line up your target cursor to the one on the bear's back and press X to fire. You can only hit the bear once every time your craft passes by it. The major difficulty here is

that your target cursor moves really, really slow. Keep it just below the center of the screen and try to anticipate when the bear will appear next. You only need eight hits to complete this one.

king of the hill



mud slides are coming at you, it's a bit more efficient if you move toward the direction they are coming from instead of away.





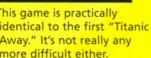
KISS OF SPIDER MAN

Phase	Hold down fo	or exactly
1	2 seconds	
2	2.8 seconds	
3	4.3 seconds	
4	7 seconds	

This one is just like "Bird on a Wire," but with a little twist: The movement meter will disappear as it approaches the green zone! To make it even harder, every few steps the green zone will get smaller and the speed of the movement meter will decrease. But don't worry! If you have a stopwatch handy, you can use the chart above to help you. It shows you exactly how long you must hold \times down for each phase in order to stop the movement meter in the green zone.



identical to the first "Titanic Away." It's not really any more difficult either.



This game is practically

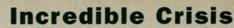
MANTIS PARK

This one is similar to "Bowling Inferno." It's slightly harder because you'll have to press X a little faster than you had to with Taneo. Also, there are a few more obstacles. For

the frogs in the second phase, you must jump to avoid the first three and duck to avoid the last one. In the last phase, you can jump to avoid all the pencils.

Phase	Obstacles
1	No Obstacles
2	Frog (Jump), Frog (Jump),
	Frog (Jump, Frog (Duck)
3	Pencil, Pencil

October 2000





THE TENSE TEACHER

In this mini-game, you have to move Ririka to the desk in the corner of the classroom. When you swap the girls' seats, the teacher may throw chalk at the girl you just moved. He will only throw the chalk if you try to change a girl's place while he isn't writing on the board. If one of Ririka's class-



mates get hit with chalk, it's not too bad, but if Ririka herself gets hit even once it's game over! Watch the teacher carefully and only move Ririka when



THE GOODS MUST BE CRAZY

This mini-game is the easiest. All you have to do is just look for the items you need to pick up from the display rack and select them.

Piece of cake!



22 IGNORANT ENCOUNTERS



Okay! You're almost near the end! This one is really tough, but like most of the minigames, there are a few ways you can cheat to make things a lot easier for you. There are a number of ways to memorize the order of colors that appear, one of which may be easier for you than the others:

- 1. Memorize the order of the notes.
- 2. Memorize the order of the colors.
- 3. Memorize the order of the corresponding button movements on the controller.
- 4. Forget about memorizing and write the order of colors down on a piece of paper.

Clearly, it's easiest to just write things down, if you want to cheat. You can pause the game after each color appears so you won't even have to write quickly. The screen will disappear while the game is paused, so you will have to use a tiny portion of your brain for this.

There are six phases in this mini-game, where each one presents you with a more difficult random pattern than the last:

Phase	Pattern Length
1	3 colors
2	3 colors
3	5 colors
4	5 colors
5	7 colors
6	7 colors

Here is the correspondence between the colors, controller buttons and musical notes you'll hear in each pattern:

Color	Button	Note
Purple		E
Blue	×	D flat
Red	0	B flat
Green	<u> </u>	G

28 titAvie AWAY, OVE MORE TIME... HOWEST



Yes, you'll have to play this game for the third time now. No problem, right?

185 1...

24 DE CRAWE!! DE CRAWE!!

At last, the final mini-game. This one is not too hard all by itself, but it may be a challenge for you to rapidly tap \triangle and \times for about two and a half minutes without your fingers getting tired. Don't ride in front of the crane's ball and maneuver carefully so that you won't run into the cannon balls it fires.

TIPS & TRICKS

October 2000

v Station Strategy



THE KARA THROW

This newly-discovered technique has been dubbed the "Kara Throw" by Japanese players (meaning "empty" or "magic" throw). This is a major breakthrough in *Street Fighter* technique because it generally increases each character's throw range dramatically! You may not notice it at first, but *3rd Strike*'s throws are not done normally by pressing on the D-pad and pressing Fierce or Roundhouse as it has

	D-pad and pressing Fierce or Roun	
Character	Cancelable Kara Move(s) Th	row Range
Hugo	Forward Kick	9
Alex	Strong Punch	
	Forward Kick (when close)	8
	→ + Fierce Punch	
Gill	→ + Forward Kick	7
Urien	→ + Forward kick	6
	→ + Strong Punch	0
Necro	Strong Punch	
	→ + Forward Kick	6
	Roundhouse Kick	
Chun-Li	Roundhouse Kick	6
	Jumping Fierce Punch (Air Kara Throw)	0
Oro	→ + Strong Punch	
	Forward Kick	5
	Roundhouse Kick	
Ryu	→ + Strong Punch	5
Ken	Forward Kick	5
	Roundhouse Kick	
Akuma	→ + Strong Punch	5
Q	Strong Punch	5
Remy	Forward Kick (when close)	
	Strong Punch	5
HERE THE SECOND	Roundhouse Kick	
Elena	Strong Punch	
	Roundhouse Kick	4
	→ + Forward Kick	
Twelve	Strong Punch	4
	Fierce Punch	4
Dudley	Forward Kick	
	→ + Strong Punch	3
	Roundhouse Kick	
Makoto	→ + Strong Punch	3
ALTERISED!	→ + Forward Kick	,
Sean	Fierce Punch	
	Roundhouse Kick	3
22	→ + Fierce Punch	
Yun	→ + Forward Kick	2
Yang	Strong Punch	
	Roundhouse Kick	2
	→ + Forward Kick	
Ibuki	Strong Punch	1
	Forward Kick, Roundhouse Kick	

ow you may be a bit confused. I'll admit that countless Street Fighter games have been released in the arcades and for every console system imaginable. There have been three different versions of Street Fighter III in the arcades; the first two (subtitled New Generation and 2nd Impact—Giant Attack) were released on a single Dreamcast disc under the name Street Fighter III Double Impact. The third game (subtitled 3rd Strike-Fight for the Future) is now available for Dreamcast owners. Since we already covered the game's characters and moves lists in our September '99 issue (to coincide with the release of the arcade version), this strategy guide will be similar to our, Double Impact coverage, focusing on one combo per character.In addition to this, I will discuss one of the most advanced techniques in the game: the Kara Throw, which allows you to cancel certain normal moves into a normal throw. The difference, however, is that the Kara Throw increases your throw range up to 25%!

been done for years. You can actually just press the Jab Punch and Short Kick buttons simultaneously when close to your opponent to throw him. The Kara Throw combines normal moves and throws into one quick throw that actually "cancels" the throw into a normal throw so quickly that you will not realize it unless you actually are looking for specific animation frames that look different than normal. Similarly, you can listen for certain character sounds that let you know that the move has been performed correctly.

To practice the Kara Throw, stand just outside of your character's normal throw range, get into the rhythm of the normal throw by pressing Jab Punch + Short Kick simultaneously, then incorporating the throw at the end of a normal move as shown on the following chart. The easiest character to practice this with is Chun-Li, whose Roundhouse Kick animation can be seen when a Kara Throw has been successfully performed. Notice that her normal throw will not connect directly from slightly outside sweep range...but her Kara Throw will. To do it, press Roundhouse Kick slightly before pressing Jab Punch + Short Kick simultaneously. It will look like you are pressing all three buttons at the same time, but you have to sneak in the Roundhouse button slightly before the other two. Listed to the left are

the normal moves for each character that can be cancelled into a Kara Throw with ratings that give you an idea of each character's Kara Throw range.



CHARACTER RANKINGS



Ryu Remy Alex

Second Tier

Yun

Ken Hugo Makoto Urien Ibuki Oro Yang

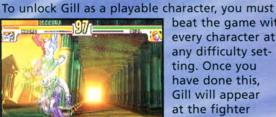
Third Tier

Elena Necro **Dudley** Q

Bottom Tier

Sean **Twelve**





beat the game with every character at any difficulty setting. Once you have done this, Gill will appear at the fighter select screen.

Cross up the opponent with a Jumping Roundhouse Kick, crouching Jab Punch, crouching Short Kick, crouching Jab Punch, then Super Cancel into the Shinkuu-Hadoken Super Art!















Walk up to your opponent and perform three crouching Short Kicks, then Super Cancel into the Shippuujinrai Kyaku Super Art!









YANG

A crouching Forward Kick, two-in-one into an EX Rekka Ken.









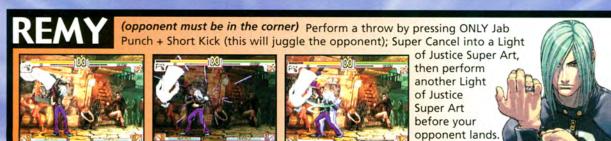












Standing Strong Punch, two-inone into EX Flash Chop with Strong Punch.







NECRO

← + Strong punch, two-in-one into Strong Spinning Punch, cancel into Electric Snake.









CHUN-LI

Flip Kick, crouching Forward Kick, cancel into Houyouko Sen Super Art, cancel air jump into Fierce Punch air chain by pressing ↓↑ before the Houyouko Sen Super Art has ended, then Fierce Punch, Fierce Punch in air.













Jump in with a deep Fierce Punch, standing Forward Kick, two-in-one into Dashing Head Attack, cancel into Critical Combo Attack.











A standing Strong Punch, cancel into Advanced Tengu Stone Super Art, → + Strong Punch, standing Strong Punch, → + Strong Punch, repeat until Tengu Stone runs out.











EX Machine Gun Blow, Jab Punch Machine Gun Blow, cancel into Corkscrew Blow before your opponent lands.









(opponent must be in the corner) EX N.D.L, cancel into X.N.D.L Super Art.







Jump at your opponent with a Strong Punch, Fierce Punch air chain, crouching short Kick, cancel into Spinning Beat.











(opponent must be in the corner) **EX Hand Slap** followed by a Megaton Press.







AKUMA

Sweep your opponent, then cancel the Raging Demon Super Art before your opponent gets up.









MAKOTO Grab your opponent with a Roundhouse Karakusa, a standing Fierce Punch, two-in-one into Fierce Hayate.









Jab Punch, Strong Punch, Fierce Punch, two-in-one into EX Kazekiri, cancel into Kasumi Suzaku.













Crouching Fierce Punch, two-in-one into Chariot Attack, cancel into Tyrant









Jump at your opponent with a deep Roundhouse Kick, standing Roundhouse Kick, cancel into Hadou Burst Super Art.















finished or nearly finished. Pay special atten-

tion to the picks; these are our favorites!

KESSEN

total up the responses and give you

the kind of coverage you asked for!







Koei, the developer of Kessen, was one of the first companies to show PlayStation 2 images when the new system was officially announced in Japan back in March of 1999. The gorgeous screen shots of thousands of soldiers charging across the fields had many people jazzed about the immense potential power

in the near future!

for a possible American release sometime

of the PlayStation 2. Even after the March 2000 launch of the PlayStation 2 in Japan, Kessen still proves to be the showcase title for the system's power...and this may still hold true when it debuts here in the U.S. in October. Kessen, which means "decisive battle," starts with Japan's most famous civil war battle during the seventeenth century known as the Battle of Sekigahara. You take on the role of Tokugawa leyasu, Japan's most celebrated warlord, and confront the Toyotomi family loyalists to determine who will be crowned the ultimate shogun and unite the nation. Kessen was the first DVD title for the PlayStation 2 in Japan, as many of the early launch titles were still on the CD-ROM format. It will also be the first





game to show hundreds of 3-D characters on screen at the same time, each with his or her own unique animation. The game centers around heavy, cerebral battle tactics; as the commander, you must determine how to move your battalions in order to gain victory. Players must keep up with supplies, advances in weapons technology, terrain lay-out and even personality quirks and morale within the army. Three types of camera views will allow you to see the whole battlefield, a particular unit, or zoom in on hand-to-hand combat in all its gory glory! Strategic planning is also not limited to the battlefield; you must also learn the politics of bribing and coercing the enemy to join your cause. Kessen may not be for everyone, considering its intense strategy angle, but there is no question that it is a solid launch title for when the PlayStation 2 comes out of the gate on October 26th.





THE WORLD IS NOT ENOUGH





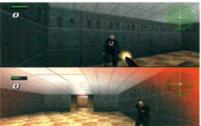


We got a hands-on look with the upcoming Bond seguel by EA for the N64 and some of us haven't stopped playing yet! The World is Not Enough unfolds just like the movie but with a couple of plot twists to keep the player involved with the story's outcome. EA has really done its homework when it comes to implementing all the right touches that made Rare's GoldenEye an N64 classic. The real test in pleasing Bond fanatics will certainly be in the multiplayer mode, and we can safely say that The World is Not Enough will keep you and your friends up way past the witching hour. The multiplayer mode will not only support four players, but will also give you the option of adding up to eight computer-controlled players for an all-out war. Classic

Bond characters can be selected for the multiplayer mode, just like in GoldenEye, but they must be

earned by playing the single-player game. Bond is finally back on the N64!









TONY HAWK'S PRO SKATER 2

Although Crave published the Dreamcast version of the first Tony Hawk game, Tony Hawk's Pro Skater 2 will fall back under the jurisdiction of Activision. Pro Skater 2 has added three new skaters to its roster from the first game: Steve Caballero, Eric Kosten and Rodney Mullen. The game will feature a whole new set of tricks and an expanded multiplayer mode which will include a new skating contest. The game will allow you to create your own players and even your own skate park, which you can save on your VMS unit and transfer them amongst friends. Activision just announced some new artists which will be featured in the Tony Hawk's Pro Skater 2 soundtrack such as: Rage Against the Machine, Anthrax, Papa Roach, Fu Manchu, Bad Religion and a whole lot more angst-ridden bands. You can't skate without being angry!















NBA LIVE 2001













You know when the NBA season approaches when Jason and Anatole start brawling in the T&T offices over the Jazz versus the Lakers. Thankfully, the Lakers put the argument to rest last season...but Jason's ready for more Jazz heroics! With NBA Live 2001, NBA fans can prevent infighting and see who can walk the walk. This year's Live features explosive motion capture

performances by Kevin Garnett of the Minnesota Timberwolves. Some new player facial animation and player reactions will be included to bring more realism to the experience. Players will even get in the ref's face and argue calls; now that's realism! A big complaint of the Live series was the lack of an inside game. This year NBA Live 2001 will improve the in-the-paint game with up-and-under moves, drop steps, baby hooks and more contact and bruising for position (the kind of stuff that NBA Commissioner David Stern hates!) NBA Live 2001 will also be available on PlayStation 2 later this year.



MOTO GP

co • Possible 2001 • 1-2 Players

Those of you who were fortunate enough to have tried the arcade version of this game (its title was GP500) knew that it was super tough to play. Namco is not known for creating racing games with heavy simulation characteristics, so this is quite a departure from what we're used to. But make no mistake, this doesn't mean that Moto GP is anything like those impossible-to-control Formula 1 racing games that seem to be so popular with those fellows from across the pond. The major feature in Moto GP that moves it into the realm of "simulation style" and out of that of "arcade style"—ironic, since it was an arcade game!—is that the bikes behave very realistically. When you're approaching a turn, you've



got to seriously brake for it. It's a little disconcerting at first, but it really adds some depth to the gameplay. And the bikes handle intuitively at the same time. Moto GP is tough, but playable. Once you get the hang of it, the game becomes really

addictive. Few games can really convey the feel of racing the way Moto GP can.

This latest game in the

Toy Story franchise is based on the new TV series of the same name. Developed by







BUZZ LIGHTYEAR OF STAR COMMAND

Traveller's Tales, Buzz Lightyear of Star Command is a strange action game that feels a lot like the "Chase Dr. Robotnik" stages in Sonic Adventure, only with shooting and without the running. In each stage, you must chase one of the bad guys to the end of the area, and then (surprise!) battle it out to capture them. The power-up system is implemented in a very classic style, reminiscent of old arcade games like Gondomania. Each power-up displays a number which tells you how many tokens you need to collect before picking it up. Every time you get one, the corresponding number of tokens is deducted from your total. In addition to the wide array of weapons that are available, hoverboards, jet packs and other futuristic modes of transportation are also at your disposal.













CHICKEN RUN









Chicken Run video game. It borrows some elements from games like Metal Gear Solid and Tenchu. Basically, it's an

Coming this

fall is Eidos'

action/adventure game that involves a lot of sneaking around, finding items and using them at differlocations.



Between stages you'll get to play a variety of mini-games that represent some of the different attempts the chickens make to escape the farm. It's pretty standard gameplay stuff overall. Currently, the game is in a very early stage of development so there's still a long way to go, but you can get some idea of what the final product will be like from these photos. You'll also control different characters like Ginger and Rocky (and perhaps others) throughout the game. The character models are faithful to the originals, although they've partially lost the clay feel that's characteristic of the Chicken Run designs. There's lots of potential here for a great game, so we'll be keeping a close eye on this one.





One of the most anticipated games for the PlayStation 2 is undoubtedly Madden NFL 2001. For some folks, a new console isn't even worth their hard-earned cash unless it's got good ol' John Madden Football! This year, EA Sports has acquired the Coaches Club

license. Each team will now have unique signature plays straight from the coach's playing strategy to

add to their existing play books. You can also catch glimpses of your hard-nosed coach nervously pacing up and down the sidelines, yelling at his players! So detailed is the PlayStation 2 version that the players will have their own trademark wristbands, visors,

facemasks, turf tape and elbow pads. You can expect Deion Sanders to have his usual unstrapped gloves and dangling helmet strap! A new game-within-a-game will also be introduced called "Madden Cards," which are a lot like player trading cards. You'll be able to earn, trade and even wager Madden Cards before challenging someone to a game. Madden NFL 2001 will certainly help make the PlayStation 2 a must-have console













MUPPET RACE MANIA





though any and every popular character franchise needs to get behind the wheel ever since the genius of Super Mario Kart. Muppet Race Mania can definitely be accused of hopping on the bandwag-

on...but how can anyone resist characters like Kermit, Miss Piggy, Gonzo, Fozzie, Rizzo, Beaker, Rowlf and Animal? Each racer gets his or her own specific vehicle; for example, Rizzo drives a Flying Saucer while Animal rips it up on the Dragster. All the courses are based on scenes from Muppet feature films like The Muppet Movie, The Great Muppet Caper,



The Muppets Take Manhattan and more. The game plays intermission scenes straight out of a Muppet movie before each begins. Tons of secrets await to be unlocked including hidden courses and even more Muppet characters, like the Swedish Chef. Jim Henson would be mighty pleased!

Are you good or evil? Bald-faced ethical

questions determine the path you choose in Black and White, the adven-

of

brainchild

Molyneaux, founder of Lionhead

All your favorite Muppets are

ready to burn some rubber in Muppet Race Mania! It seems as







BLACK & WHITE





Studios and father of the "god-sim." In Black and White, the ego-gratifying tableaux of games like Populous is recreated as players take on the role of an all-powerful but unseen god who controls

the fate of whatever tribes are in his/her jurisdiction. Gods that rain manna from heaven and tell their subjects to be fruitful and multiply may gain converts based on charisma, whereas gods that call forth floods, rain hellfire and poke you in the eye with a sharp stick while laughing will rule by fear. The landscape of the world will alter according to your disposition; an evil god will twist

ture/RPG

the land into a depraved wasteland, while a gentle god will transform it into a lush paradise. Since humans are fickle, you must maintain a physical presence in the land for your subjects to worship, which you accomplish by selecting a representative from a huge pantheon of magical animals. As you progress in the game, these creatures will evolve to reflect your character, becoming handsome and cuddly or hideous and loathsome. With its awesome graphics, innovative gameplay, sophisticated game logic and gigantic worlds, Black and White is shaping up to be an incredible single-player experience—and the envelope will be pushed even further by allowing multiplayer combat over SegaNet, where players can compete for worship the world over



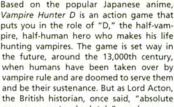














power corrupts absolutely"-and sure enough, the vampire stronghold begins to crumble and the humans start an uprising. "D" is a nomad, but he is on the side of the humans and helps to get rid of all nocturnal blood suckers. The game takes place in a giant mansion where "D" must save a girl from the clutches of a powerful vampire. Vampire Hunter D will remind you of Resident Evil with its many doors, keys, items and the undead. "D" has many

supernaturpowers like teleporting objects and sucking the soul of dead enemies. Mmmm, souls!













The Blues Brothers 2000 movie was nowhere near as successful as the original featuring John Belushi, but Titus is hoping that the Blues Brothers 2000 game will stand out on its own.

Blues Brothers 2000 puts you in the funky shoes of Elwood. Your mission, of course, is to put a band together! Elwood's first task is to bust a friend out of jail while avoiding the guards, Metal Gear Solid style. Each time Elwood finds a bandmate, he has to prove his grooviness by dancing, much like the game Bust-A-Groove. Blues Brothers 2000 has a lot of the same triedand-true platform elements found in many other N64 games like Mario 64 and Banjo-Kazooie; there's even a butt-stomp move to squash the enemies and press buttons. The multiplayer mode is basically a dance contest and can pit up to four players against each other in a boogie-woogie showdown. Like Bust-A-Groove, the player who's winning will attract the camera angle more to their side as the music plays along. Blues Brothers 2000 has some truly wacky moments and is worth a spin just for laughs.





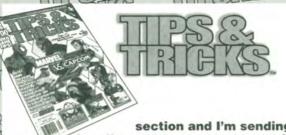
ULTIMATE FIGHTING CHAMPIONSHIP

The PlayStation version of Ultimate Fighting Championship may not be as much of a showcase game as the Dreamcast version, but Japanese developer Opus (responsible for obscure games like Beat Planet Music) has made a very worthy counterpart. The PlayStation version features an entirely different set of moves from the Dreamcast edition and actually has more of a "pick-up-and-play" feel. A lot of the same fighters are featured and new fighters can be unlocked. To create a fighter, you must unlock various options in the Tournament Mode. For example, when



you beat the Tournament Mode with a particular fighter, you will unlock his particular fighting style to be used when creating your own character. Ultimate Fighting Championship as "sport" may have experienced a decrease in its fan base in the last several years, but the game can easily regain them a few converts thanks to Crave.





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ARMY MEN: SARGE'S HEROES 2

3DO • Available Now • 1-4 Players





The evil General Plastro is MIA (Melted In Action), having passed through one of the mysterious portals that connect the world of Green and Tan to the "alternate world" (i.e., the real world). Those who pass through these portals and stay in the alternate world for too long like to poor general fall victim to the condition known as "Plastrification." Arms and legs harden. An oval-shaped plastic base forms around the feet. Movement becomes impossible. So the bad quy is dead and all is well...right? Of course not! Dr. Madd of the Gray Nation and Brigette Bleu of the Blue Resistance have brought Plastro back to life with a special serum. Now, Plastro has the serum in his control and is using it to bring all kinds of army toys from the real world to life. The Tans are back and they're even more powerful than before. It's up to Sarge and his crack team to fight back!









GALAGA: DESTINATION EARTH

Hasbro • Available Now • 1 Player

Hasbro continues its refurbishing project of classic '80s video games with Galaga: Destination Earth. The game begins like the original Galaga game with all of the aliens setting up in rows before attacking as your ship is limited to only left and right movement. After the first stage, though, the game becomes a side-scrolling modern shoot-'em-up with power-ups, bonus points and boss aliens. The game also switches to a behind-the-ship view as you fire away at oncoming enemies. Occasionally the ship will be able to dock onto a cannon and revert back to the classic Galaga gameplay. Hasbro didn't forget to include everyone's favorite Challenge Stage where the enemies can be picked off like sitting ducks!













CRASH BASH

UPDATE!

Sony • November • 1-4 Players







This latest game in the popular Crash Bandicoot series is being developed by Eurocom and Cerny Games. The "multiplayer party game" genre's popularity has seemed to wax and wane throughout the years, and now it seems like it's making somewhat of a comeback. While the game does focus on multiplayer action, there is a one-player "Adventure Mode" complete with bosses. There are over 28 different games in total and players can challenge each other either individually or in teams.







BLADE

Activision • November • 1 Player

Activision's Blade may be a little overdue considering that the movie came out a couple of years ago, but no one can deny that Blade is a character who deserves to have his own video game. Blade uses the Quake II engine for the PlayStation which allows continuous loading as the player moves from one region to the next. Blade comes equipped with tons of weaponsincluding (our favorite) the Ultra-Violet Ray gun, which melts vampires down like ice cream. He also has a special detector that allows him to determine who's human, vampire or zombie, so he can equip the right weapon for proper disposal. Watch out for the Day Walker!











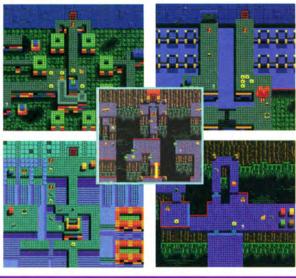






LEGO ALPHATEAM

You are the leader of the top-secret, super-skilled LEGO Alpha Team, an elite group of secret agents who can snap together with the little plastic bricks found in just about every kid's bedroom. But this isn't a game about building and destroying things; it's actually a mission-based James Bond-style action game. You construct elaborate gadgets to help rescue members of your team who are being held captive in the high-security compound of the nefarious Evil Ogel. Each team member has a specialty and carries specific parts that must be combined in order to solve puzzles and avoid traps. LEGO Media will also release a Game Boy Color version of its LEGO Racers game this month.



CROC 2

Developed in Japan by Natsume, this new adventure finds Croc facing off against his arch-enemy Baron Dante as he continues to search for his long-lost





parents. Croc can pick up objects to uncover clues and secret pathways as he makes his way through four different Gobbo worlds, each containing four unique levels of play. If you thought the PlayStation adventures of Croc were cute-but couldn't stand all of that 3-D platform jumping-this could be more to your liking.











ROAD RASH





It's surprising that it took this long for the popular Road Rash franchise to finally make its way to the Game Boy Color after successful stints on the Sega Genesis, Panasonic 3DO, Sony PlayStation, and Nintendo 64 platforms. Based on previous Road Rash titles in the series, the Game Boy Color version allows you to race on one of five different tracks: Alaska, Hawaii, Arizona, Tennessee, and Vermont. Players can earn cash during gameplay enabling them to purchase up to 16 different bikes. Choose from six different weapons to nail your opponents and "cheat" to victory! Road Rash also supports a two player head-to-head option with the link cable, allowing you to bash your friends as well! Just remember not to take out your frustrations on the police pursuing you or the road to victory will end in a jail cell!





READY 2 RUMBLE BOXING: ROUND 2



The funky souls are back in Rumble 2 Rumble Boxing: Round 2. Many of your favorite sluggers make their return like Selene Strike and Afro Thunder. Midway has added even more crazy looking fighters, like R.C. Thunder. who sports a Rick James-like hairdo, and even a robot with a punching bag for a head! In the Championship Mode, there is a new training feature that allows you to work on your fighter's technique away from the ring. Train them to lift weights, jump rope and work on the punching bag. There's also a famous secret character who puts on a white glove and does the Moonwalk, but you didn't hear it from us!





Select Games



GAMIE TRACKE

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64 OCTOBER		6.0 1000	LAYSTATION CTOBER		50	Woo
1 40 Winks	GT	(1)	Army Men Sarge's Heroes 2	3DO	51	WTC V
Batman Beyond	Kemco	2	Backyard Football	Infogrames	52	WWF
Big Mountain 2000	Southpeak	3	Battleship 2	Hasbro	53	You
Caesar's Palace	Crave	4	Blue's Clues Big Musical Movie	Mattel	N	OV
Cruis'n Exotica	Midway	5	Breath of Fire IV •	Capcom	54	007 I
F-1 Championship '99	Ubi Soft	6	Buzz Lightyear of Star Command	Activision	55	102 Da
The Legend of Zelda: Majora's Mask	 Nintendo 	1	Championship Motocross 2001	THQ	56	Alone
Looney Tunes: Taz Express	Infogrames	8	Darkstone 2	Take 2	57	Arm
Mia Hamm 64 Soccer	SouthPeak	9	Dino Crisis 2	Capcom	58	Arm
Ogre Battle 64: Person of Lordly Caliber	Atlus	18	Donald Duck	Ubi Soft	59	Army I
Rugrats In Paris: The Movie	THQ	(11)	Dragon Tales	Mattel	60	Arth
Scooby Doo! Classic Creeper Cape		12	Dragon Valor •	Namco	61	Batn
World League Soccer	Southpeak	13		Mindscape	62	Billa
WWF: No Mercy	THQ	14	Evil Dead: Hail to the King	THQ	63	Blad
NOVEMBER		15	FIFA 2001	EA	64	Carn
Banjo-Tooie	Rare	18	Flintstones "Bedrock" Bowling	Southpeak	65	Chic
Blues Brothers 2000	Titus	17	Ford Racing	Take 2	66	Colin
Carnivale	Vatical	18	Galaga	Hasbro	67	Cool
Hercules: The Legendary Journe	ys Titus	19	Harvest Moon: Back to Nature	Crave	68	Cras
Hey You, Pikachu!	Nintendo	20	HBO Boxing	Acclaim	69	Disne
Indiana Jones and the Infernal Machi	ine LucasArts	21	Jarret and Labonte Stock Car Racing	Codemasters	70	Duk
Mickey's Speedway USA	Nintendo	22		Ubi Soft	71	F-1 V
Midway's Greatest Arcade Hits V		23		EA	72	Fina
Ms. Pac-Man Maze Madness	Namco	24		Lego Media	73	Form
Ready 2 Rumble Boxing: Round		25		Working Designs	74	Freest
Spider-Man	Activision	26		Take 2	75	Goo
Star Wars: Demolition	LucasArts	21			76	The
Tom & Jerry	Mattel	28			11	
Transformers Beast Wars •		29		Capcom	78	
The World is Not Enough	EA	30		Codemasters	79	Insp
DECEMBER		31		EA	88	Kno
Aidyn Chronicles: The First Ma	ge THO	32		THQ	81	The Li
Donald Duck	Ubi Soft	33			82	Mat
Paper Mario	Nintendo	34		Midway	83	
The state of the s	2001	35		Hasbro	84	
1ST QUARTER Conker's Bad Fur Day	Nintendo	36		Sony	85	The
	Nintendo	37		EA	86	NAS
			2.4	Midway	87	NCA
Eternal Darkness	Nintendo	38			88	Nick
Mega Man 64	Capcom Ubi Soft	39		Agetec	80	1
V.I.P.	Ubi Soft	40	Rugrats In Paris: The Movie	THQ	05	Pers
POSSIBLE IN 2		41		Take2	30	Pow
Airboardin' USA	Agetec	42		Mattel	91	
Custom Robo •	Nintendo		Tonka Space Station	Hasbro	92	
Custom Robo V.2	Nintendo		Torneko: The Last Hope	Enix	93	Resc
Mario Party 3	Nintendo	45	Ultimate Fighting Championship	Crave	94	Rock

WCW 2001

48 Winnie the Pooh

41 Wild Thornberry's Animal Adventure Mattel

	ATTICE STATE	THE PERSON
40	Warma Dinhall	Infoarana
		Infogrames Konami
	WTC World Championship Racing	
		THQ
100	CONTRACTOR OF THE PARTY OF THE	Berkeley Systems
ACCRECATE ON	OVEMBER	FA
	007 Racing	EA
	102 Dalmations: Puppies to the Rescue	
	Alone In the Dark: The New Nightmare	
	Army Men Air Attack 2	3DO
		3DO
	Army Men World War Land, Sea and Air	
	rational neway to mate	Mattel
	Batman Racing	Ubi Soft
	Billabong Pro Surfer	Mattel
63	Blade	Activision
64	Carmageddon 2	Interplay
65	Chicken Run	Activision
66	Colin McRae 2	Codemastrs
67	Cool Boarders 2001	Sony
58	Crash Bash	Sony
	Disney's The Emperor's New Groove	Sony
70	Duke's of Hazzard 2	Southpeak
11	F-1 World Grand Prix 2000	Eidos
12	Final Fantasy IX •	Square/EA
73	Formula 1 2000	Midway
74	Freestyle Motocross: McGrath vs. Pastra	Acclaim
75	Goofy's Fun House	Mattel
76	The Grinch	Konami
n	Hidden and Dangerous	Take 2
78	Hot Wheels Extreme XTR Racing	Mattel
79	Inspector Gadget	Ubi Soft
88	Knockout Kings 2001	EASports
81	The Lion King: Simba's Mighty Adventure	Activision
82	Mat Hoffman's Pro BMX	Activision
83	March Madness 2001	EA
84	Mega Man X5 •	Capcom
85	The Mummy	Konami
86	NASCAR Racers	Hasbro
87	NCAA Final Four 2001	Sony
88	Nicktoons Racing	Hasbro
89	Persona 2 •	Atlus
90	Power Strike Volley	Infogrames
91	Rainbow Six: Rogue Spear	Red Storm
92		Midway
93		Mattel
94		
-		

Pokémon Stadium Gold & Silver Nintendo

Nintendo

Chunsoft

Mini Racers

Shiren the Wanderer 2 •

0

97 Star Wars: Demolition

96 Spyro: Year of the Dragon

EA

Mattel

95 Sabrina, The Teenage Witch Berkeley Systems

Sony

LucasArts

^{*} Publishers, please contact us with updates and/or corrections.



98 Tiger Woods PGA Tour 2001	EASports	0	Big SSX Snowboarding	EA	(3)	Zone of the Enders	Konami
99 Tomb Raider Chronicles	Eidos	1	Billiards	Infogrames	1	ST QUARTER	2001
100 V.I.P.	Ubi Soft	3	The Bouncer	Square/EA	0	Baldur's Gate	Interplay
101 Warriors of Might & Magic	3DO	•	Carrier	Jaleco	0	Beast Wars	BAM
102 Woody Woodpecker Racing	Hasbro	35	Cool Pool Billiards Master	Take 2	0	Championship F-1 Racing	BAM
103 World Destruction League Thunder Tan	3DO	36	Disney's Jungle Book	Ubi Soft	0	Final Fantasy X	Square/E
104 The World is Not Enough	EA	1	Donald Duck	Ubi Soft	0	Final Fantasy XI	Square/E/
105 X-Men: Mutant Wars	Activision	0	ESPN: NBA 2Night	Konami	0	Metal Gear Solid 2: Sons of Libert	y Konami
DECEMBER		1	ESPN: NFL Prime Time	Konami	9	Oddworld: Munch's Oddysed	Infogram
106 Blade Arts	Enix	0	ESPN: X Games Snowboarding	Konami	93	Run Like Hell	Interplay
107 Deuce	Midway	0	Eternal Ring •	Agetec	0	Tony Hawk's Pro Skater 3	Activision
08 Super Cross 2001	EA	•	Evergrace •	Agetec	93	V'Room	Interplay
1ST QUARTER	2001	(13)	F-1 2001	EA	D	REAMCAST	
09 Arc the Lad Collection •	Working Designs	0	F-1 Championship '99	Ubi Soft	0	CTOBER	
10 Roswell Conspiracies	Red Storm	(5)	FIFA 2001 Major League Soccer	EA	(1)	Austin Powers: Mojo Rally	Take 2
11 Time Crisis: Project Titan	Namco	0	Gauntlet Dark Legacy	Midway	(2)	Buzz Lightyear of Star Command	Activision
POSSIBLE IN 2	001	0	Gradius III & IV •	Konami	(3)	Dark Angel: Vampire Apocalyps	Metro3D
12 Acocangua •	Sony	0	Gundam Wing	Bandai	(4)	Dogs of War	Rockstar
Digimon World 2	Bandai	0	Kengo: Master of the Bushido	Crave	(5)	Evil Dead: Hail to the King	THQ
M Dragon Warriors VII	Enix	0	The Lost	Crave	(8)	ESPN: NBA 2Night	Konami
5 Driver 2	GT	0	Midnight Club: Street Racing	Rockstar	(1)	F-1 Championship	Ubi Soft
6 Fear Effect: Retro Helix	Eidos	1	NHL 2001	EA	(8)	Frogger 2	Hasbro
17 Legacy of Kain: Soul Reaver 2	Eidos	63	Off-Road Thunder	Midway	(9)	Grand Prix	Hasbro
PLAYSTATION 2		0	Onimusha Warlords	Capcom	(18)	Heroes of Might & Magic	3DO
OCTOBER	TERMAN.	63	Project Eden	Eidos	(11)	KISS Psycho Circus	Take 2
Dark Cloud •	Sony	60	Rayman 2	Ubi Soft	(12)	NBA 2K1	Sega
Dead or Alive 2	Tecmo	0	Real Pool	Infogrames	(13)	Peace Makers	Ubi Soft
Digimon World 2	Bandai	0	Revolt 2	Acclaim	(14)	POD II	Ubi Soft
Driving Emotion Type-S	Square/EA	0	RC Revenge Pro	Acclaim	(15)	Pro Pinball Collection	Take 2
Dynasty Warriors 2 •	Koei	ŏ	Shadow of Destiny	Konami	(16)	O Bert	Hasbro
ESPN: International Track & Field	Konami	0	Star Wars Episode 1: Starfighter	1,1-1,1-1,1	(17)	Quake III Arena	
ESPN X Games Snowboarding		63	Theme Park World	EA	(18)	Samba De Amigo	Sega
Fantavision •	Sony	63	Tiger Woods PGA Tour 2001	EASports	(19)	Silent Scope	Sega Konami
Gran Turismo 2000	Sony	Ö	Wipeout Fusion	Sony	(28)	CONTRACTOR OF THE PARTY OF THE	
ICO	Sony	ŏ	World Destruction League Thunder Tan	3DO	(21)	Spawn Starlancer	Capcom
Nessen •	EA	_	ECEMBER	300	(22)	Star Trek New Worlds	Crave
Knockout Kings 20001	EASports	66	Fury	Midway	(28)	Star Wars: Jedi Power Battles	Interplay
Madden NFL 2001		ŏ	Galleon	Interplay	(24)		LucasArts
NFL GameDay 2001		ŏ	Ground Control	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	-	Viva Soccer	Interplay
Ridge Racer V •		ŏ	NASCAR 2001	Berkeley Systems	(25)	Worms Pinball	Infogram
Ready 2 Rumble Boxing: Round 2		0	NBA Live 2001	EASports	_	OVEMBER	et.i.
Roadsters Trophy		0	Oni	EASports	(26)	102 Dalmations: Puppies to the Rescue	Eidos
Sidewinder		_		Rockstar	(27)	Alone In the Dark: The New Nightmare	
Silent Scope		0	Orphen •	Activision	(28)	Arcaterra	Ubi Soft
Smuggler's Run		0	Off-Road Outlaws	Interplay	(29)	Army Men: Sarge's Heroes	Midway
		_		2001	(38)	Ball Breakers	Take 2
Street Fighter EX3 • Swing Away Golf	13.4	0	Age of Empires II	Konami	(31)	Bang! Gunship Elite	Red Storn
		0	Ephemeral Fantasia	Konami	(32)	Capcom vs. SNK: Millennium Fight 2000	Capcom
The state of the s	23.00	0	Gunslinger Moto CD	Activision	(33)	Dave Mirra Free Style BMX	Acclaim
		90	Moto GP	Namco	(34)	Deer Avenger	Berkeley Syste
Time Splitters		0	Navy Seals	Jaleco	(35)	Disney's Dinosaur	Ubi Soft
		0	NBA Showtime	Midway	(36)	Dragon Rider	Ubi Soft
The World is Not Enough	EA	0	Seven Blades	Konami	(37)	ECW: Anarchy Rulz	Acclaim
V Causad	F 4	O	Sled Storm 2	EA	(38)	ESPN: Baseball 2Night	Konami
		_					
NOVEMBER	· · · · · · · · · · · · · · · · · · ·	0	Star Wars: Super Bombad Racing	LucasArts	39	ESPN: Links Golf	Konami
X-Squad NOVEMBER Armored Core 2 Army Men Air Attack 2	Agetec	_			(38) (48)		



Select Games

					1917
12 The Grinch	Konami	85 Rent A Hero No. 1	Sega	Blues Clues	Mattel
Heroes of Might & Magic	Ubi Soft	Rival Schools 2	Capcom		Vatical
Hoyle Casino	Berkeley Systems	17 Seaman 2001 Edition	Sega		THQ
Jet Grind Radio	Sega	11) The Seven Secret Mansions	Koei		THO
Mat Hoffman's Pro BMX	Activision	Shenmue Chapter 2	Sega		Nintendo
Metropolis Street Racer	Sega	Sonic Adventure 2	Sega		Southpea
	-				Konami
Midway's Greatest Arcade Hits V		101 The Typing of the Dead •			EA
Midway's Greatest Arcade Hits V		102 Under Cover AD2025 •	Jugu		Red Storr
Monster Breeder	Tommo	Wampire Chronicles •	copcom		Crave
Ms. Pac-Man Maze Madness	Namco	W Virtua Cop 2 •	sege		Konami
2 The Mummy	Konami	GAME BOY COL			a remember
Polaris Snocross	Vatical	OCTOBER	5		Crave
Quest of the Blade Master	Ripcord	Brunswick Pro Pool	THQ		Ubi Soft
Ready 2 Rumble Boxing: Round		Buzz Lightyear of Star Command	Activision		Ubi Soft
Roswell Conspiracies	Red Storm	① Cruis'n Exotica	Midway		Lego
Sega Marine Fishing	Sega	Cyber Tiger	II ioporto	NOVEMBER	2022
Shenmue •	Sega	1 Disney's Alladin		Lego Stunt Rally	Lego
Sierra Sports Game Room	Berkeley Systems	Dave Mirra Freestyle BMX	ricccianni	Madden NFL 2001	EA
Skies of Arcadia •	Sega	1 Donald Duck	Ubi Soft		Activision
Sno-Cross Championship Racin	g Crave	O Doug's Big Game	men mis es.	Microsoft Entertainment Pack	
Soldier of Fortune	Crave	Dragon Tales	· · · · · · · · · · · · · · · · · · ·	Microsoft Pinball Arcade	Electro Source
Sonic Shuffle	Sega	F-1 World Championship '99		The Mummy	Konami
Spec Ops M.O.U.T. 2025	Ripcord	(II) Gauntlet Legends	Midway	MTV Sports: Pure Ride	THQ
Speed Devils 2	Ubi Soft	1 Hercules: The Legendary Journeys	Titus	Pokémon Puzzle League	Nintendo
Star Wars Demolition	LucasArts	Hoyle Card	Havas	Racin' Rats	Mattel
Stunt GP	Infogrames	Hoyle Casino	Havas	Ready 2 Rumble Boxing: Round 2	Midway
System Shock 2	Vatical	Jimmy White's Cueball	Vatical	Rescue Heroes Fire Frenzy	Mattel
Test Drive Le Mans	Infogrames	Magical Drop	Electro Source	Roswell Conspiracies	Red Stor
Tony Hawk's Pro Skater 2	Crave	Mary-Kate and Ashley Diary	Acclaim	Sabrina	Havas
Tomb Raider Chronicles	Eidos	Micro Machines V3		Surfing	Ubi Soft
Unreal Tournament	Infogrames	Monster Rancher Explorer		Tech Deck Skateboarding	Activisio
DECEMBER	intogrames	MTV Sports: Ultimate BMX	7.7	Tony Hawk's Pro Skater 2	Activision
Armada 2	Metro 3D	MNBA Jam 2001		Ultimate Fighting Championship	Crave
M Grandia 2	Ubi Soft	MBA Live 2001		Warriors of Might & Magic	3DO
75 Max Steel	Mattel	Pokémon Gold •		Woody Woodpecker Racing	Konami
76 Stupid Invaders	Ubi Soft	Pokemon Gold Pokémon Silver		The World Is Not Enough	EA
28				X-Men Mutant Wars	Activision
1ST QUARTER		Puzzle Collection		DECEMBER	ACUTION.
7) Age of Empires II	Konami	Rambler Read Back		Alice in Wonderland	Nintendo
Microsoft Combat Flight Simulator		Road Rash Road Rash			THQ
M Playmobil Hype	Ubi Soft	Rocketts Sleep Over			
S.W.A.T. 3D	Berkeley Systems	Rugrats In Paris: The Movie		Buffy The Vampire Slayer	THQ
V.I.P.	Ubi Soft	Sabrina The Teenage Witch		Kirby's Tilt 'n Tumble •	Nintendo
	2001	Scooby Doo! Classic Creep Capers		The Lion King: Simba's Mighty Adventure	
18 Wheeler Pro Trucker	Sega	Sesame Street Sports		The Simpsons	THQ
Alien Front Online	Sega	3 VR Powerboat		WWF No Mercy	THQ
Black & White	Sega	World Destruction League	1000	THE R. P. LEWIS CO., LANSING, MICH. 491-491-491-491-491-491-491-491-491-491-	200
Dee Dee Planet •	Sega	35 Xena		Lufia •	Crave
Dino Crisis •	Capcom	NOVEMBER		Mega Man Xtreme	Capcom
Floigan Brothers	Sega	Action Man	THQ (Metal Walker	Capcom
Guilty Gear X	T.B.D.	Airforce Delta	Konami	Mission Bravo	Mattel
IIIBleed	Sega	33 Army Men: Air Combat	3DO (Ronaldo V Soccer	Infogran
		Army Men: Sarge's Heroes 2		V.I.P.	Ubi Soft
Legacy of Kain: Soul Reaver				POSSIBLE IN 2	001
Legacy of Kain: Soul Reaver NappleTale	Sega	Barbie Magic Genie	Mattel	POSSIBLE IN 2	The same of
81 NappleTale	Sega Sega	Barbie Magic Genie Barbie Pet Rescue			
	Sega Sega Sega	① Barbie Magic Genie ① Barbie Pet Rescue ② Batman Racing	Mattel		Nintendo Nintendo

TIPS & TRICKS



Stage Select
At the "Flik's Journey" screen, hold C® and press the R button. Now point the analog joystick to the Right and you'll see that the en tire game has been unlocked, allowing you to start at any stage.

ALL-STAR BASEBALL 99

Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:

ATEMYBUIK—Unlocks secret "Alienapolis Park" stadium in Exhibition Mode

PRPPAPLY R—Players are paper-thin GOTHELIUM—Players' heads, feet, hands

ABBTNCSTLO-Some players are fat, others are thin

BBNSTRDS—Big baseball

GRTBLSFDST-Baseball leaves a smoking

Note: With the exception of the "Alienapolis Park" code, each of the above cheats can be toggled on and off at any time during game-play with the following button codes; you don't need to enter the above passwords to use these:

• Players are paper-thin—Pause the gam then hold Z and press C®, C®, A, C®, A, C®, C®, C®, C®, C®

· Players' heads, feet, hands and bats are -Pause the game, then hold Z and press CØ, CØ, A, CØ, CØ, B, CØ, CØ, CØ

Some players are fat, others are thin the game, then hold Z and press A, CO, CO, CĐ, CĐ, B, CĐ

• Big baseball—Pause the game, then hold Z and press CO, A, CO, CO, B, A, CO, CO

 Baseball leaves a smoking trail—Pause the game, then hold Z and press B, C[®], C[®], C[®], C®, B, A, C®, C®

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects.

BCHBLKTPTY—Big baseball FLYAWAY-Players fly back into the dugout when they're out

MYEYES-Sherbet stadium TOMTHUMB—Tiny players

WLDWLDWST-Baseball leaves a smoking trail WTOTL—Dark stadium

Secret Codes At any time during the game, press START to

pause, then enter any of the following codes to get different effects: Big baseball—At the pause menu, hold Z and press C[®], A, C[®], C[®], B, A, C[®], C[®]

 Baseball leaves a smoking trail—At the pause menu, hold Z and press B, C[®], C[®], C[®] C®, B, A, C®, C®

ALL-STAR BASEBALL 2001

Secret Codes Enter any of the codes below at the "Secret Codes"

screen from the Options menu. A text message will appear after you enter a correct code. Ball trail mode—WLDWLDWST Big ball mode—BCHBLKTPTY Dark stadium-WTOTI Foggy stadium-MYEYES Tiny players—TOMTHUMB Players fly back to the dugout when they're out-FLYAWAY

ARMORINES: PROJECT S.W.A.R.M.

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes. the corresponding cheat must be turned on at the Cheats menu for the effect to take place.

Invincibility-GODLY All weapons-LOADED Unlimited ammo—SORTED Fast run-SONIC

-SKETCHY Pen and ink mode All missions-S KIPPY

Female Trooper (Multiplayer only)-G O D D E 55 All above cheats-GOLDENPIE

Hive Guard Bug (Multiplayer only)-L E G G Y Volcano Guard Bug (Multiplayer only)-R U B Egypt Worker Bug (Multiplayer only)-C L A

Hive Worker Bug (Multiplayer only)-U G L Y

Unlock All Missions & Helicopters At the main menu, select "Password." Then, press R. C. Right, Up. A. When you start a campaign, all of the missions and helicopters will be available to you.

ASTEROIDS HYPER 64
Unlock Classic Asteroids, Credits, Relentless Mode

At the main menu, hold L and press CO. CO. C®, C®, A, C®, C®, C®, C®, START. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game." Unlock Cheat Menu

At any time during gameplay, press START to pause, then hold L and press C, C, C, C, C, B, A, C®, C®, C®, C®, START. Extra options will become immediately available in the

Secret Codes

feathers.

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage: just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

Enter "CHEATLOTSOFGOESWITH

MANYBANJOS" to earn infinite lives.
• Enter "CHEATANENERGYBARTOG ETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces

Enter "CHEATDONTBEADUMBOG OSEEMUMBO" to earn infinite Mumbo . Enter "CHEATNOWYOUCANFLYH

IGHINTHESKY" to earn infinite red feathers. . Enter "CHEATAGOLDENGLOWTO PROTECTBANJO" to earn infinite gold

Enter "CHEATGIVETHEBEARLOTS O F A I R" to have infinite air when underwa-

· Enter "CHEATBANJOBEGSFORPL ENTYOFEGGS" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C® button to enter the firstperson camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

. Enter "BOTTLESBONUSONE" to give Banjo a big head.

• Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet.

Enter "BOTTLESBONUSTHREE" to make Kazooie big.

· Enter "BOTTLESBONUSFOUR" to make Banjo tall and thin

• Enter "BOTTLESBONUSFIVE" to get a tall, thin Banjo with big hands and feet.
• Enter "BIGBOTTLESBONUS" to acti-

vate all of the above codes at once.
• Enter "WISHYWASHYBANJO" to

change Banjo into a washing machine . Enter "NOBONUS" to deactivate all active codes.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code. ALLDLAKES-All lakes available A L L D C A S H—Extra money A L L D F I S H—Extra fish in live well BAGDSNAGS-No snags while fishing HEADADBIGA-Fisherman has a big

HYPERBOAT—Faster boat WHATADRAG-Slower boat R U B A D U B D U B-Boat becomes a bath-

I W I N I W I N-Win tournament NOPENALTY-No penalty for changing

lures during tournament
S U P E R S T R I N G—Unbreakable line HAPPYFISH—More active fish MONDOFISH-Bigger fish FISHMAN—All fish have Al Lindner's head

WHEREDFISH-A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed S U P E R L U R E-Adds the "Super Lure" to

SILLYSOUND-Silly sound effects

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat MSTSRVV-Invincibility

CRSTLCLR-Invisibility LTSFBLLTS-Unlimited am LVFRVR-Unlimited lives PLVRZM—All weapons

FRGZ-Giant frogs randomly roam the

T D Z-Queen Lords are replaced by toads

W M N R S M R T R-Unlock Storm Ravens

LTSLTSGNGS-Select any gang in Cam-

C D P L T—Run Story (allows you to view the

entire story of the game)
C J S K P F L G M H—Level code (play on State Street in Chicago, IL)
C N C T H R T M—"Trippy mode"

H V R L-"Hurl mode

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press A + B simultaneously to fire You'll get a "super weapon" effect that varies depending on which weapon you've

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup

All Weapons-RCKTSRDGLR Invulnerability-HPPYHPPY Custom Gang Unlocked—TRDDYBRRKS Brandon Gang Unlocked—N N K N H C K S Secret Level Unlocked—W R D R B Level Select-80DYS

BATTLEZONE: RISE OF THE BLACK DOGS

Enter any of the following codes as the Options Menu. You should hear a sound indicating the code was entered successfully. Free buildings—Hold Z, press A, B, A, B Free satellite—Hold Z, press B, C, C, C, A Infinite ammo-Hold Z, press L, R, L, R Infinite armor-Hold Z, press Up, Right,

Unlock all missions in Single Player Pilot or Commander Mode—Hold Z, press C⊕, C⊕, C®, C®, START

BOMBERMAN 64 Secret Stages

At the main menu-the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battle fields are available: "In the Gutter," "Sea "Sea Sick," "Blizzard Battle" and "Lost at Sea. Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

CLAY FIGHTER SCULPTOR'S CUT

Secret Characters At the character-select screen, enter any of

the following codes, then highlight the box and press the R button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing R at the "?" box to cycle through the secret characters:

· Earthworm Jim-Hold the L button and press B, C®, C®, C®, C®, C®

Sumo Santa-Hold the L button and press A. CĐ, A, CĐ, C⊕, C⊕ · Boogerman—Hold the L button and press B.

B, CO, CO, CO, CO . High Five-Hold the L button and press Ca C®, C®, C®, B, A

Computer-Controlled Characters

At the character-select screen, highlight the character you'd like to see fighting. button and press A. A. A. A. A. C. C. C. C. CO, B, A, CO. The computer will take over your character, so just sit back and watch him or her fight.



GOLGO 13: THE PROFESSIONAL

He's smoother than Bond, a master with the sniper rifle, feared by his enemies and loved by the ladies. Golgo 13, a.k.a. Duke Togo, is back in Urban Vision's re-release of the anime classic, Golgo 13: The Professional. If you don't recognize him from his two appearances on the NES-in Top Secret Episode and The Mafat Conspiracy-you may know Togo as the central character in Namco's new Golgo 13 arcade gun game, which is rumored to be released in North America under the name Sniper 13. The original version of this feature film was released in 1983 and is still considered to be way ahead of its time. The flow of the story, the occasional use of computer animation and Hollywood-style action set The Professional as the new standard in anime. In the story, Golgo 13 faces his most fearsome opponent yet. Leonard Dawson, an industrial tycoon, is horrified as he watches his only son and heir to his fortune get killed by a single bullet from a



Nintendo 64 tips

At the character-select screen, hold the L button and press A, B, A, B, A, B, C, CD, CD, ton and press A, B, A, B, A, B, CS, CS, CS, CS, CS, CS, CS, CS, CS. Now start the game; when the fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the C® and C® buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

Unlock Characters & Courses

From the main menu, select "Play." Then, from the "Games" menu, select any game ex-cept Battle Mode. Next, from the "Golfers" screen, press A to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.

Unlock alternate Liltiger-Prodigy Unlock Marvin the alien-U f o

Unlock Kimmi-Rapper

Unlock Starr-Retro

Unlock Festus-Golddar

Unlock Delvis—Delvis Unlock Cindy-Instyle

Unlock Bobby-Brat

Unlock Twfan-Cybertw

Unlock Eagamer-Willi

Unlock Robert-Ice

Unlock Bengal—Tigerrrr Unlock Traci—Safari

Unlock Volcano course—Sthelens

DEADLY ARTS

Secret Characters

At the title screen-while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:

Gouriki-Up, Up, Down, Down, Left, Right, Left, Right, B, A

Reiji-A, B, Right, Left, Right, Left, Down, Down, Up, Up

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; you touch that frog with your vehicle, Drumstick will be released. Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options nenu and enter any of the following codes Once the codes are in place, use the "Code

List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*

TEENYWEENIES—Small characters JUKEBOX-Music menu (appears under Audio Options")

FREEFRUIT—Start with 10 bananas

BLARBERMOUTH-Horn cheat (pressing Z will make your character speak instead of honking the horn)*

WHODIDTHIS-Display credits (when you exit

the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons NOYELLOWSTUFF—Disable bananas BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas BOMBSAWAY-All balloons are red (missiles) TOXICOFFENDER—All balloons are green

(dron items) ROCKETFUEL—All balloons are blue (turbo) BODYARMOR-All balloons are yellow

(shields) OPPOSITESATTRACT-All balloons are rain-

bow (magnets) FREEFORALL-Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZIPPERS—Turn off zippers DOUBLEVISION-Select same player (both players can choose the same character)* OFFROAD-Four Wheel Drive (better traction

on dirt. grass. etc.) JOINTVENTURE-Enable two-player "Adven-

TIMETOLOSE—Ultimate AI (smarter computer opponents)

DUKE NUKEM: ZERO HOUR

Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.

First Person Mode-Down, Down, A, Z, Z, Left A

Action Nukem Mode-Down, Down, A. Z. Z. Left, A

Start with infinite ammo .30-30-C. C. C. CD, L, R Start with infinite ammo Freezer-Down, Up,

Extra Multiplayer Characters Group 1-A, L, R,

Left, B, Down, Up Extra Multiplayer Characters Group 2-B, A,

A.R.L Extra Multiplayer Characters Group 3-L, L,

Up, Down, R. B. A Extra Multiplayer Characters Group 4—B, B, B, R. Left. A

Extra Multiplayer Characters Group 5-Right, B. Left L A Z

Extra Multiplayer Characters Group 6-Up, Down, B. A. A. Left

EXCITERIKE 64

Cheat Codes

From the main menu, hold L + C@ + CB and press START. If you input the code correctly the "Enter A Cheat Code" screen will ap pear. Next, you can enter any of the codes below

All stunts unlocked—TRICKSTER Big head mode—BLAHBLAH Invisible riders—INVISRIDER Mirror mode—Y A D A Y A D A Night mode-MIDNIGHT Stunt bonuses—SHOWOFF Pinhead mode-PINHEAD "Beat This!" enabled—PATWELLS See team photo during "Credits" sequence-UGLYMUGS

EXTREME-G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press R to call up the Customize menu. Choose "Enter Name option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Ex treme!" to confirm You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again

2064—Changes all vehicles into WipeOut-style

planes

FLICK—Blurry graphics

LINEAR-Wireframe graphics mode MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON-"Tron" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE-Deactivates the Nintendo 64's "antialiasing" feature; this makes the graphics ap-

pear more "pixelated"
RA50—With this cheat in place, press START at any time during a race to pause, then select 'Quit" from the pause menu. Instead of guitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race. SPIRAL-Makes the screen rotate continuously during a race

SPYEYE-Overhead camera angle XCHARGE-Infinite weapon energy and shield

energy XXX—Increases your vehicle's top speed

Cheat Code

At the "Select Mode" screen, press L. Z. R. C. C®, C®, C®, START; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press L + R + C + C ; all of the available vehicles will

FORSAKEN 64

Secret Codes

Each of the following codes works at the For saken 64 title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

 Turbo Crazy Mode—B, B, R, Up, Left, Down, CO. CO Psychidelic Mode—A, R, Left, Right, Down,

C⊕. C⊕. C⊕ Wireframe Mode-L, L, R, Z, Left, Right, C.

CE Gore Mode-Z, Down, CO, CO, CO, CO, CO,

Stealth Mode-Up, Up, Up, Up, Right, Down, Co. Co

Infinite Primary Weapon-A, R, Z, Right, C.

CĐ, C♥, C♥ Infinite Secondary Weapon-B, B, Z, Left, Left, C®, C®, C®

· Infinite Weapon Energy-L. Z. Left. Right.

Down, Down, C♥, C♥

 Infinite Titans—A. B. L. Up. Up. C. C. C. C. Infinite Solaris-B, L, L, Z, Up, Down, C. CA

Kill Enemies with One Shot-B, B, B, L, R, Left Down Down

Freeze Enemies-R, Z, Right, Right, C., C., CD. C®

FOX SPORTS COLLEGE HOOPS '99

Secret Codes

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects: N O G G I N—Big head mode G H O S T—Ghost mode

- W O O D-Z-Axis basketball court T F A M - Z-Z-Axis team

N O F A N S—Dark background, improved frame rate

TRAILS—"Trippy" ball effect B U Z Z Z-No shot clock THIRTY—60-second game

HOMIE-Home team is favored M O N K E Y-Alternate sound effects

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes using the C buttons

Level select-CO. CO. CO. CO. CO. CO. CO.

Open portals-C®, C®, C®, C®, C®, C®, C®, C®, Open levels-CO, CO, CO, CO, CO, CO, CO, CO,

Locate Garibs—C®, C®, C®, C®, C®, C®, C®,

Call ball—C®, C®, C®, C®, C®, C®, C®, C®, Checkpoints-C♥, C♥, C♥, C♥, C♥, C♥, C♥,

Infinite lives-CO. CO. CO. CO. CO. CO. CO.

Powerball-CA CO CA CO CA CO CA CO Control ball—C®, C®, C®, C®, C®, C®, C®,

Infinite energy-CD, CD, CD, CD, CD, CD, CB, CB Enemy ball—C®, C®, C®, C®, C®, C®, C®,

Low gravity—C®, C®, C®, C®, C®, C®, C®,

Big ball—C9, C9, CCamera rotate R—C®, C®, C®, C®, C®, C®,

CO. CO Camera rotate L—C®, C®, C®, C®, C®, C®, CB. CB

Mad Garibs—C®, C®, C®, C®, C®, C®, C®, Death spell—C®, C®, C®, C®, C®, C®, C®, CA

Frog spell—C®, C®, C®, C®, C®, C®, C®, C®, C® Boomerang ball—C®, C®, C®, C®, C®, C®, C@. C₩

Vanish ball—C®, C®, C®, C®, C®, C®, C®, CA -C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕ Froggy Secret cheat—C®, C®, C®, C®, C®, C®, C®, C®,

All cheats off-CO, CO, CO, CO, CO, CO, CO, CO,

GOLDENEYE 007

Note: Enter all GoldenEye 007 codes with the D-pad, not the analog joystick In-Game Codes

Enter the following codes at any time during



distant sniper rifle. Knowing that there is only one man with superb sniper skills, Dawson's obsession grows to a feverish pitch as he seeks revenge for his son's death. Although Duke has been known to evade the most ruthless killers, he must now face a man who literally has all the money and power in the world. Dawson hires the American military, the police force, a covert ops duo and even a super-human entity with snake-like powers to make sure that Golgo 13 is disposed once and for all. Of course, even with with the whole world turned against him. Duke still has plenty of time for the ladies! Some of the anime-style may seem a little dated when seen today, but this one packs constant action and reaches a pinnacle at its killer finale. If you're a fan of the Duke and have never seen Golgo 13: The Professional, then you're in for the biggest treat yet. The re-release of The Professional is available from Urban Vision Entertainment. Due to some very mature themes, however, it is not recommended for younger viewers!



gameplay. A message will appear in the lower left corner of the screen after entering a correct code

Invincibility

1) Hold L and press Down 2) Hold R and press CE

3) Hold R and press C® 4) Hold L and press Right

5) Hold L and press Co 6) Hold R and press CA 7) Hold L and press Right

8) Hold R and press Down 9) Hold L and press Left

10) Hold L + R and press CE · All Guns

1) Hold L + R and press Down

2) Hold L and press C® 3) Hold L and press C® 4) Hold L + R and press C8 5) Hold L and press Down

6) Hold L and press C® 7) Hold R and press C® 8) Hold L + R and press C®

9) Hold R and press Up 10) Hold L and press CS m Am • Maxim

1) Hold L + R and press CE 2) Hold R and press Up 3) Hold R and press Down

4) Hold R and press Down 5) Hold L + R and press C®

6) Hold L + R and press Left 7) Hold R and press Down 8) Hold R and press Up

9) Hold L + R and press C® 10) Hold R and press Left · Line Mod

1) Hold R and press C® 2) Hold L + R and press Down 3) Hold L and press Right 4) Hold R and press C&

5) Hold L + R and press CE 6) Hold R and press Up 7) Hold L and press Down

8) Hold L and press Right 9) Hold R and press Cd 10) Hold R and press C® Invisibility

1) Hold R and press C® 2) Hold L + R and press C&

3) Hold L + R and press Left 4) Hold L + R and press Up

5) Hold R and press Up 6) Hold L and press Cd 7) Hold R and press Ca

8) Hold L and press C® 9) Hold L + R and press Left 10) Hold R and press Right

· Invisibility (Multiplayer Only) 1) Hold L and press Co

2) Hold L + R and press Cd 3) Hold R and press Up

4) Hold L and press C® 5) Hold R and press Cd

6) Hold L and press Right 7) Hold L + R and press Ca

8) Hold L and press C€ 9) Hold L and press Up 10) Hold L + R and press C®

Stage Select Codes From the main menu, enter these codes at the

"Stage Select" screen. You'll hear a special sound effect after entering a correct code. Note that each of the following codes w only work if all the previous missions are already unlocked. For example, in order to unlock all the missions from a new game, all the codes must be entered in the order they ap-Unlock Facility

1) Hold L + R and press C®

2) Hold R and press C® 3) Hold L and press Left 4) Hold R and press C® 5) Hold L and press Left 6) Hold R and press C®

7) Hold L and press C® 8) Hold R and press Right 9) Hold L + R and press C& 10) Hold L and press Right

Unlock Runway 1) Hold L + R and press Left 2) Hold R and press Left

3) Hold L and press C® 4) Hold L and press Left 5) Hold R and press C&

6) Hold R and press C® 7) Hold R and press C®

8) Hold R and press Right 9) Hold L and press Down 10) Hold R and press Co

 Unlock Surface-1) Hold R and press C® 2) Hold I + R and press CA

3) Hold L and press Left 4) Hold R and press Up7 5) Hold R and press Left

6) Hold L and press Up 7) Hold R and press C® 8) Hold L and press Right

9) Hold L and press CP 10) Hold L + R and press Down

 Unlock Bunker-1) Hold L and press C® 2) Hold R and press Right

3) Hold L and press C® 4) Hold R and press C® 5) Hold L and press C®

6) Hold L + R and press Left 7) Hold L and press CO 8) Hold L + R and press Up

9) Hold R and press C® 10) Hold L and press Up Unlock Silo

1) Hold L and press Up 2) Hold R and press C® 3) Hold L and press Left 4) Hold R and press Down

5) Hold L and press Co 6) Hold L + R and press C® 7) Hold L and press C®

8) Hold R and press Right 9) Hold R and press Right 10) Hold R and press CP

· Unlock Frigate-1) Hold R and press C& 2) Hold L and press Down

3) Hold R and press C® 4) Hold L and press Left 5) Hold L + R and press Up 6) Hold L + R and press C®

7) Hold R and press C® 8) Hold R and press Up

9) Hold L + R and press CT 10) Hold R and press Up Unlock Surface II

1) Hold L and press C® 2) Hold L + R and press C® 3) Hold R and press C®

4) Hold R and press C® 5) Hold R and press C® 6) Hold L and press Right 7) Hold L + R and press C&

8) Hold L and press C® 9) Hold L + R and press Down

10) Hold L and press C®

• Unlock Bunker II——— 1) Hold L and press Down 2) Hold R and press Down

3) Hold L + R and press C 4) Hold L and press Left

5) Hold L + R and press Right

6) Hold L and press C® 7) Hold R and press Right

8) Hold L and press CA 9) Hold L and press Left 10) Hold L and press CO

Unlock Statue

1) Hold L + R and press CO 2) Hold L + R and press C♥ 3) Hold L and press Right 4) Hold L + R and press Left 5) Hold R and press Left 6) Hold R and press CR

7) Hold L + R and press Left 8) Hold R and press C® 9) Hold R and press C® 10) Hold R and press Right

 Unlock Archives 1) Hold R and press Left 2) Hold L + R and press Up

3) Hold L + R and press C® 4) Hold R and press Left 5) Hold L + R and press C®

6) Hold L and press Left 7) Hold L + R and press Right 8) Hold L + R and press C® 9) Hold L and press Up

10) Hold R and press C♥ Unlock Streets

1) Hold L + R and press Ce 2) Hold L and press C€ 3) Hold L and press Up 4) Hold L + R and press C®

5) Hold R and press C® 6) Hold R and press C♥ 7) Hold R and press Left

8) Hold R and press C® 9) Hold R and press CA 10) Hold L and press Down

 Unlock Depot-1) Hold L and press Down 2) Hold L and press Down 3) Hold R and press C€

4) Hold L and press C® 5) Hold L + R and press Right 6) Hold R and press C®

7) Hold L and press Down 8) Hold L and press C® 9) Hold L and press CD 10) Hold L and press Up

· Unlock Train 1) Hold R and press Left 2) Hold R and press Cf

3) Hold R and press Co 4) Hold L + R and press Left 5) Hold L and press Right

6) Hold R and press C 7) Hold L and press Left 8) Hold L + R and press C® 9) Hold L and press Up

10) Hold L and press C& 1) Hold R and press CO 2) Hold R and press Left

3) Hold L + R and press Up 4) Hold R and press Right 5) Hold R and press Down 6) Hold R and press Down

7) Hold R and press Up 8) Hold R and press Co 9) Hold R and press C&

10) Hold L + R and press Left Unlock Control

1) Hold L and press C® 2) Hold R and press Down 3) Hold L and press Right 4) Hold R and press Cூ

5) Hold R and press C♥ 6) Hold R and press Left 7) Hold R and press Left

8) Hold R and press C& 9) Hold R and press Left 10) Hold L + R and press C®

Unlock Caverns 1) Hold L and press Down 2) Hold R and press C♥

3) Hold L + R and press Up 4) Hold L and press Right

5) Hold R and press C® 6) Hold R and press CO 7) Hold R and press Up 8) Hold L and press C® 9) Hold L and press Up

10) Hold R and press C® Unlock Cradle 1) Hold L + R and press C® 2) Hold L and press Left 3) Hold R and press Down

4) Hold L and press Down 5) Hold L and press C® 6) Hold L and press Down 7) Hold R and press Right

8) Hold R and press C® 9) Hold L and press C® 10) Hold R and press Right

 Unlock Magnum 1) Hold R and press C® 2) Hold R and press Left 3) Hold L and press Right 4) Hold L + R and press C® 5) Hold L and press Down 6) Hold L + R and press C® 7) Hold L and press Left 8) Hold L + R and press C® 9) Hold L + R and press Right 10) Hold L and press C®

. Unlock Azter-1) Hold L + R and press Up 2) Hold L + R and press C® 3) Hold L and press Down 4) Hold R and press Right 5) Hold R and press Up

6) Hold L and press Down 7) Hold L and press Left 8) Hold L and press C® 9) Hold L + R and press CD

10) Hold L and press Left Easy Cheat Options Choose a game file, then enter any of the following codes at the "Select Mission/Multi-player" menu screen. If you have not previously earned any of these cheats through normal gameplay, a new menu item called "Cheat Options" will appear the first time you

enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you back out to the previous screen, then go back into Cheat Options.

· Paintball-1) Hold L and press Up

2) Press CA 3) Hold R and press Right 4) Hold L + R and press C® 5) Hold L and press Up

6) Hold R and press C€ 7) Hold L and press Co 8) Hold L + R and press C® 9) Hold L + R and press Up 10) Hold L and press C®

 Invincibility
 Hold R and press Left 2) Hold L and press Down

3) Press Left 4) Press Up 5) Press Down 6) Hold R and press Co

7) Hold L and press C[®] 8) Hold L + R and press Left 9) Hold L + R and press Right

10) Hold L and press Co



RANMA 1/2 DVD BOX SET

The Ranma 1/2 Dvd Box Set includes over 300 minutes of animation on three discs, containing 12 episodes from the popular OAV series. Special features include character profiles and information, music videos, scene access and bilingual English and Japanese options. Ranma 1/2 is a romantic martial arts comedy starring a boy named Ranma who transforms into a cute redhaired girl in pigtails every time he gets splashed with cold water. Various other characters in the series are similarly cursed, with people transforming into cats, pigs, ducks and pandas with the slightest drop. The OAV episodes assume the audience is already familiar with the Ranma 1/2 anime, and doesn't bother explaining the transformations, the love dodecahedron (Ranma is engaged to about a dozen different women, all of whom are martial arts experts), or other "in-joke" type humor; ranging





Nintendo 64 tips

- . DK Mode 1) Hold L + R and press Up
- 2) Press CP
- 3) Hold R and press Left
- 4) Hold R and press Up
- 5) Press Up
- 6) Hold R and press Right
- 7) Press Up
- 8) Hold L + R and press C♥
- 9) Hold L + R and press Down
- 10) Hold L + R and press C®
- 2x Grenade Launcher-
- 1) Hold R and press Down
- 2) Hold R and press Up
- 3) Press Right
- 4) Hold L + R and press C♥
- 5) Hold L and press Right
- 6) Hold R and press Left
- 7) Press Left 8) Press Down
- 10) Hold R and press C®
- 2x Rocket Launcher 1) Hold R and press Right
- 2) Hold L and press Up
- 3) Press Down
- 4) Press Down
- 5) Hold R and press C® 6) Hold L and press Left
- 7) Hold L and press C®
- 8) Hold R and press Up
- 9) Hold R and press Down 10) Hold R and press C®
- Turbo Mode
- 1) Hold L and press Down
- 2) Hold L and press C®
- 3) Hold L + R and press Up
- 4) Hold R and press C♥
- 5) Press Left
- 6) Hold R and press Down
- 7) Hold L and press C♥ 8) Press Up
- 9) Hold R and press Down
- 10) Hold L and press Right

 No Radar [Multi]
- 1) Hold R and press Up
- 2) Press CR
- 3) Press Ce 4) Press CA
- 5) Hold L and press Down
- 6) Hold R and press Up 7) Press Co
- 8) Press Right
- 9) Hold R and press Left
- 10) Hold R and press Right
- · Tiny Bond-1) Hold L + R and press Down
- 2) Hold R and press Down
- 3) Hold L and press C®
- 4) Press Left
- 5) Hold R and press Co
- 6) Hold L + R and press C®
- 7) Press Right
- 8) Press Down 9) Hold R and press C®
- 10) Hold R and press Right
- 2x Throwing Knife-
- 1) Hold R and press C®
- 2) Hold L and press Left
- 3) Press Up
- 4) Hold L + R and press Right 5) Press Right
- 6) Hold L + R and press C[®]
 7) Hold L + R and press C[®]
- 8) Hold R and press Down
- 9) Hold R and press Left
- 10) Hold R and press C® * Fast Animation
- 1) Hold L and press Co
- 2) Hold L and press C®
- 3) Press C♥

- A) Procs CE
- 5) Press C® 6) Hold L + R and press Right
- 7) Press Co
- 8) Hold L + R and press Up
- 9) Hold R and press Co 10) Hold L and press Left
- · Rond Invisible
- 1) Hold L + R and press C®
- 2) Hold L + R and press C®
- 3) Hold L and press C®
- 4) Hold R and press C®
- 5) Hold R and press Right 6) Hold L + R and press Left
- 7) Hold L and press Right 8) Press Left
- 9) Hold L + R and press Co
- 10) Hold L and press Down · Enemy Rockets-
- 1) Hold L + R and press C®
- 2) Press C®
- 3) Hold R and press C®
- 4) Press C
- 5) Press CR
- 6) Hold L + R and press C® 7) Hold L + R and press Up 8) Press C♥
- 9) Hold R and press Up
- 10) Hold L and press Up
- 1) Hold L + R and press Left 2) Hold L + R and press Left
- 3) Hold L + R and press Down
- 4) Hold L + R and press Left
- 5) Press C® 6) Hold L + R and press Down
- 7) Hold L + R and press Down
- 8) Hold L and press Down
- 9) Press Cd 10) Press CA
- Silver PP7
- 1) Hold L and press Left
- 2) Hold L + R and press Up
- 3) Hold L and press Right
 4) Hold L + R and press Up
- 5) Hold L + R and press Cd
- 6) Hold L + R and press Left 7) Hold L + R and press Down
- 8) Press C®
- 9) Hold L + R and press Right 10) Hold L + R and press Left
- . Activate 2x Hunting Knife
- 1) Hold R and press C®
- 2) Hold L and press Right 3) Hold R and press Co
- 4) Hold R and press Right
- 5) Hold L + R and press Right
- 6) Hold L + R and press Up
- 7) Hold L and press Down Hold R and press Left 9) Hold L and press Right
- 10) Hold L and press C® Infinite Amm
- 1) Hold L and press C®
- 2) Hold L + R and press Right
- 3) Press C® 4) Press CR
- 5) Hold R and press Left
- 6) Hold L and press C♥ 7) Hold L + R and press Left
- 8) Hold L + R and press C♥ 9) Hold L and press Up
- 10) Press C®
- 2x RC-P90
- 1) Press Up
- 2) Press Right
- 3) Hold L and press Left
- 4) Hold R and press Down 5) Hold L and press Up 6) Hold L and press C 7) Hold L and press Left

- R) Press CE
- 9) Press Ce
- 10) Hold L + R and press Down
- · Gold PP7-
- 1) Hold L + R and press Right
 2) Hold L + R and press Down
- 3) Hold L and press Up
- 4) Hold L + R and press Down
- 5) Press C®
- 6) Hold R and press Un
- 7) Hold L + R and press Right 8) Hold L and press Left
- 9) Press Down
- 10) Hold L and press CT
- 2x Laser 1) Hold L and press Right
- 2) Hold I + R and press Co
- 3) Hold L and press Down 4) Hold R and press Left
- 5) Hold R and press Down 6) Hold L and press Right
- 7) Press Ca
- 8) Press Right 9) Hold R and press Right
- 10) Hold L + R and press Up · All Guns
- 1) Press Down 2) Press Left
- 3) Press C®
- 4) Press Right 5) Hold L and press Down
- 6) Hold L and press Left 7) Hold L and press Up
- 8) Press C®
- 9) Press Left
- 10) Press C®
- Extra Characters in Multiplayer Mode
 Select a file and choose Multiplayer mode.
- (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose
- "Characters," then enter the following code at the Select Character screen:
- 1) Hold L + R and press C®
- 2) Hold L and press C®
- 3) Hold L + R and press Left 4) Hold L and press Right
- 5) Hold R and press Dow 6) Hold I + R and press CR
- 7) Hold L and press C® 8) Hold L + R and press Right 9) Hold L + R and press C♥
- 10) Hold L and press Down If you've entered this code correctly, you will have a total of 64 playable characters at the
- Select Character screen
- Cheat Options Each stage in GoldenEye will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Op tions" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the ene
- mies in the game. Here's a list of all of the cheat options . To earn the "Paintball Mode" cheat, defeat
- the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting. • To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent"
- difficulty setting.

 To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.

 • To earn the "2x Grenade Launcher" cheat,

- defeat the Surface stage in 3:30 or less at the
- "Secret Agent" difficulty setting.

 To earn the "2x Rocket Launcher" cheat. defeat the Bunker stage in 4:00 or less at the
- "00 Agent" difficulty setting.
 To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.
- . To earn the "No Radar (multiplayer)" cheat, defeat the Frigate stage in 4:30 or less at the
- *Secret Agent" difficulty setting.

 * To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.
 • To earn the "2x Throwing Knives" cheat, de-
- feat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting. earn the "Fast Animation" cheat, defeat
- the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting. . To earn the "Invisibility" cheat, defeat the
- Archives stage in 1:20 or less at the "00 Agent" difficulty setting.

 To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the
- "Agent" difficulty setting.

 * To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting.
- To earn the "Silver PP7" cheat, defeat the Train stage in 5:25 or less at the "00 Agent"
- difficulty setting.
 To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.
 • To earn the "Infinite Ammo" cheat, defeat
- the Control stage in 10:00 or less at the "Secret Agent" difficulty setting. To earn the "2x RC-P90s" cheat, defeat the Caverns stage in 9:30 or less at the "00
- Agent" difficulty setting.

 To earn the "Gold PP7" cheat, defeat the Cradle stage in 2:15 or less at the "Agent" ficulty setting.
 • To earn the "2x Lasers" cheat, defeat the
- Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting.

 To earn the "All Guns" cheat, defeat the Egytian stage in 6:00 or less at the "00 Agent"

INTERNATIONAL SUPERSTAR SOCCER '98

Big Head Mode Wait for the words "Press Start" to begin flashing on the title screen, then press C♥, C♥, C♥, C♥, C♥, C♥, C♥, C♥, C♥, B, A, then hold the Z button and press START; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams

will have huge heads.

difficulty setting.

Secret Teams (Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the vords "Press Start" to begin flashing on the title screen, then press Up, C®, Up, C®, Down, C♥, Down, C♥, Left, C®, Right, C♥, Left, C®, Right, C♥, B, A, then hold the Z button and press START; you'll hear the an-nouncer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars"

EREMY MCGRATH SUPERCROSS

cheats menu will immediately appear.

At the main menu, press L C. L C. L C.

C®, C♥. If you input the code correctly, a



from Moose's incredibly bad eyesight to Ryoga's infernal sense of direction. The Ranma 1/2 DVD Box Set is mainly for people who are already familiar with Ranma 1/2. If your only previous exposure to the characters is from playing the Super NES game Ranma 1/2: Hard Battle, this set may not serve your needs as a basic introduction to the series. but it's still good for lots of laughs and wacky martial arts action.



Cheats Menu



KEN GRIFFEY JR.'S SLUGFEST

Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main menu after you've entered the last name in each of the following examples:

- · For thin players, enter the name "CODE TOOTHPICK"
- . For flat, paper-thin players, enter the name "CODE STEAMROLLED"
- . For thin players with huge arms and chests, enter the name "CODE THETICK".
- For thin players with huge heads and legs, enter the name "CODE WEEBLEMAN".
- For tiny players, enter the name "CODE LID-DLELEAGUE"
- For invisible players, enter the name "CODE INVISIBLEMAN"
- · For players with large bats, enter the name "CODE PHATTRATT"
- · For players with big feet, enter the name "CODE BIGFOOT"
- For players with big heads, enter the name "CODE BIGGHEDZ"
- . To have the computer control both teams, enter the name "CODE CPUVSCPU"

KILLER INSTINCT GOLD

When you turn the game on, wait for the demo to show one of the character biogra phies (where you see the vital statistics and character storyline). When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press Z. B. A. Z. A. L. You'll hear a voice say "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the stan-dard seven colors, you'll find new gold, white and "stealth" shadow settings. More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have be come available. See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits sequence. Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by hold-ing Up or Down when you press a button to select your character as follows Castle Stage-Hold Up and press B Jungle Stage—Hold Up and press Cd Spaceship Stage-Hold Up and press C& Stonehenge Stage—Hold Up and press A Museum Stage—Hold Up and press C♥ Helipad Stage—Hold Up and press C♥ Bridge Stage—Hold Down and press B

Dungeon Stage—Hold Down and press C€ Street Stage—Hold Down and press C® Dojo Stage—Hold Down and press A

Spinal Ship Stage—Hold **Down** and press **C**® The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows: brewulf Tune -Hold Up and press B Mava Tune-Hold Up and press C® Glacius Tune—Hold Up and press C® Tusk Tune-Hold Up and press A Fulgore Tune—Hold Up and press C♥ Orchid Tune—Hold Up and press C€ Jago Tune-Hold Down and press B Gargos Tune—Hold Down and press Co T.J. Combo Tune-Hold Down and press C&

Kim Tune-Hold Down and press A Spinal Tune—Hold Down and press C® Secret Stage

In two-player mode, have both players choose their fighters by holding Down and pressing CF; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

Big Gloves Mode

In the middle of a game, press START to pause and press C®, C®, C®, C®, C®. You'll hear a bell ring five times guickly. When you inpause the game, the boxers' gloves will be bigger.

Big Head Mode

In the middle of a game, press START to pause and press C®, C®, C®, C®, C®, C®. You'll hear a bell ring five times quickly. When unpause the game, the boxers' heads will be

OBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick. Big Head Mode

At any time during the game, press Right, Right, Left, R, Z, START, A, START, A, START, Z on Controller 1. To return the players' heads to normal, just enter the code again. Disco Court

At any time during the game, press A, C. Down, Up, C®, R, R, B, C®, C®, Z on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the ics to normal, just enter the code again. Secret Teams

Highlight "Pre-Season" at the main menu, hold the L button and press START or A. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

Tiny Players

At the main r enu, press CD, CD, B, R, R, CD, Up, Down, C[®], A, Z. Now when you start a game, the players will be tiny. Alien Team

At the main menu, press C®, C®, C®, C®, START, START, A, B, A, R, Z. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

Cheat Codes

From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press Down on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in ne-up of available racers, the code will be active.

Only red power-ups available-PGLLRD Only yellow power-ups available-P G L L Y L

Only green power-ups available-P G L L G R

Only grappling hook power-ups available-PCRNLY

Highest power-up level always active-M X P

Faster game—FSTFRWRD Car doesn't slow down on rough terrain-N 5

Flying turbo boost always active-F L Y S K Y HIGH

Remove wheels from car-N W H L S Remove chassis from car-N C H S S S Remove driver from car-N D R V R Open mirror version of Rocket City Run—L N F RRRM

Disable all cheats—NMRCHTS

MADDEN NFL 99

Secret Codes

Choose "Code Entry" from the main menu then select "New Code" and enter any of the following codes to unlock secret features: BESTNFC-Unlock NFC Pro Bowl team A F C B E S T-Unlock AFC Pro Bowl team B O O M-Unlock All-Madden team IMTHEMAN-Unlock All-Time Stat Leaders team

PEACELOVE-Unlock All '60s team BELLBOTTOMS-Unlock All '70s team SPRBWLSHUFL-Unlock All '80s team HEREANDNOW-Unlock All '90s team TURKEYLEG-Unlock All-Time Greats

THROWBACK-Unlock NFL 75th Anniver-

GEARGUYS-Unlock NFL Equipment Man-

WELCOMEBACK-Unlock 1999 Cleve-

INTHEGAME-Unlock EA Sports team HAMMERHEAD—Unlock Tiburon team EASTADIUM-Unlock EA Sports Stadium O U R H O U S E-Unlock Tiburon Stadium

Secret Codes
Choose "Secret Codes" from the System Options menu, then enter any of the following codes to unlock secret features: DRBENWAY-Weird scoring rules PIGSKINSFLY-100 yard passes FIRSTIS20-20 yards to first down BETHEBALL—Ball Camera CHAINSMOKER—Players Fatigue Quickly MOONBALL-Super Jump E M C 2-Curved space-time GUILLOTINE—Floating heads PAINFUL-More injuries QBINTHECLUB—The QB is in the club PICKEDOFF-Frequent interceptions ROLLERJA M-Frequent fumbles REFISBLIND-Blind referee MICEANDMEN-David vs. Goliath -All 60s team SIDEBURNS-All 70s team REAGANOMICS—All 80s team
TEAMMADDEN—All-Madden team WEARETHEGAME-EA Sports team SHARKATTACK—Tiburon team TETANUS—Fantasy Team: Junkyard Dogs SCARYCLOWN-Fantasy Team: Clow INTHEFUTURE-Fantasy Team: Industri-

COWBOYS-Fantasy Team: Marshalls X M A S G I F T-Xmas Rush stadium 3 R I N G-Tib. Bros stadium WILDWEST-Dodge City:Old West sta-

MADDENSTEIN-Maddenstein Stadium WEPUTITTHERE-Tiburon Stadium ITSINTHEGAME-EA Sports stadium

Code Entry Screen

At the main menu, hold L + R (or Z + R) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

0 E Q 5 6 1 G 2-1st Camp, Hyrule Cup 5 V W 6 8 9 0 6-2nd Camp, Hyrule Cup K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by Nintendo Power magazine.

Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press START to pause, then press A to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to ing a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done Earn Extra Stars + Coins

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MICRO MACHINES 64 TURBO

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Slow down computer cars—C®, C®, C®, C®, C®, CB. CA. CO. CR.

Super speed—C®, C®, C®, C®, C®, C®, C®, CR

g ability-Right, Right, Down,

Up, Down, Left, Down, Down Change vehicles—Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

ig mode—Up, Down, Down, C€, C€, C€, C®, C♥. With the Debug code in place, the following options become available:

- · Press all four C buttons simultaneously to make all of the vehicles on the track explode · Hold Z and move the D-pad to tilt or rotate the camera angle
- Hold Z and press L or R to zoom in or out
- . Hold Z and press Co to have the computer control your car
- . Hold Z and press Co to end the race with you in first place!

"Name" Cheats
When the "Enter New Name" option appears after you select a new character, enter o the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name

Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.

- . Enter the name "ALLTANKS" and you'll always play with tanks in multi-player modewhich is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel
- . Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISCHIEF MAKERS

Sound Test

At the title screen-when the words "Press Start" are flashing-hold L + A + C + C + and press START to access a secret sound test

MISSION: IMPOSSIBLE

Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

 Turbo Mode—C®, Z, C®, Z, C® Big Feet Mode—C®, R, Z, C®, C®

· Kids Mode—C®, C®, R, L, Z

 Start with Uzi Sub Machine Gun—C®. C®. C®, C♥, R

. Start with Mini Rocket Launcher-R L Cit. CB, C€

. Start with 9mm High Power Gun-R, L CT. CB, CB

 Start with 7.65 Silenced Pistol—C®, L, C®, CO. CA

MONSTER TRUCK MADNESS 64

Passwords

Enter the following passwords at the "codes" screen from the main menu: B R P S—The Gut Bomb C F F N Y N—Turbo mode

_WNT_T—Unlimited missiles

J M-Gound textures become replaced by "Jim's" face

Y R D R-All trucks become lowrider 404564P8M→ + DFC + CV32KC-Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C® + C® in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinis-ter laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "End-ings" on and you will finish the game after defeating just one enemy; the remaining tions allow you to perform fatalities with just one button

Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:



Nintendo 64 tips

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FLOFF-2181

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor then highlight Reiko and press Run + Block simultaneously
- · Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Choose "Options" from the main menu and select "Password," then enter any of the fol-

- lowing cheat codes:
 Enter "T D F C L T" for invincibility (you can
- still be killed by ceiling traps or long falls)
 Enter "G T T B H R" for infinite lives • Enter "N X C V S Z" to start with 10 Urns of
- Vitality in your inventory · Enter "CRVDTS" to see the credits from

the end of the game Fatality When your opponent drops to his or her

knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponen-Combos

3 Hits-High Punch, High Punch, Low Punch 5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits-High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Stage Passwords Wind Stage—T H W M S B Earth Stage—C N S Z D G Prison Stage—R G T K C S Water Stage—Z V R K D M Fire Stage—J Y P P H D
Bridge of Immortality—Q F T L W N

Qhan Chi's Fortress—Z C H R R Y
Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold A to warp to the battle with Quan Chi or B to

MORTAL KOMBAT TRILOGY

Play as Khameleon

When the "story" screens appear during the game's demo mode, quickly press C®, C®, A, B, C®, C®. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen. Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn Choose any character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit

Hidden Game #1

After playing 50 consecutive games in twoplayer mode, you'll get to play a hidden game that's similar to Pong.

Hidden Game #2

After playing 100 consecutive games in twoplayer mode, you'll get to play a hidden game that's similar to Galaxian.

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in

per Hard Mode

At the character-select screen, highlight Kano, hold Down and press START, then choose

your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro-followed by a whopping eight endurance matches.

When the "story" screens appear during the game's demo mode, quickly press Down. Down Up Up Right Right Left Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as

many times as you wish. Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C®, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark: this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon. Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch High Punch Low Punch Low Punch (that's CB, CB, CB, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark: this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:

- To race as Bobby Allison, select the Char-lotte track, highlight "Select Car" and quickly press C⊕, C⊕, C⊕, C⊕, L, R, L, R, Z, Z

 • To race as Davey Allison, select the Tal-
- ladega track, highlight "Select Car" an quickly press C. C. C. C. C. C. L. R. L. R. L. R.

 To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press Z eight times, then R twice.

- To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C®, C®, C®, C®, Z, Z, Z, L, Z, Z • To race as Richard Petty, select the Mar-tinsville track, highlight "Select Car" and
- quickly press C. C. C. C. C. C. C. C. C. C.

Once you have unlocked a driver this way, that driver will also be available in Championship mode.

Secret Teams

At the main menu, highlight either Quick Play or Arcade Play, then, press A + C® at exactly the same moment. At the Team Select Screen, three special teams will become selectable. Secret Room Codes

At the main menu, press CA and CV simultaneously. A message will appear on the screen saying you have found the Secret Room. Now enter any of the following codes. You won't get any special confirmation after entering a correct code, but you will return to the main menu. You'll have to start a game to see the

effects. Big Heads (Away team only)—C®, C®, C®, CO. CO. A

Big Heads (Home team only)—C®, C®, C®, A Big Heads (Both teams)—C®, C®, C®, C®,

Long Necks (Both teams)—C®, C®, C®, C®,

Small Players (Away team only)—C®, C®, A Small Players (Home team only)—C⊕, C⊕, A Small Players (Both teams)—C⊕, C⊕, C⊕, A

Secret Player Codes
At the "Team Select" screen, press C® seven times. You'll hear a basketball bounce instead of a buzzer sound when you press C® the seventh time. Then, press C® the number of times indicated below to make all the home team's players be that particular person. You may also select the secret player for the away team by pressing Z and then entering in another code. For example, if you want the home team to be made up of all Kobe Bryants and the away team to be made up of all Mi noru Arakawas, press Ca seven times, Ca three times, Z, C® seven times, C♥ ten times.

Kobe Bryant—3 Ken Griffey Jr—4, 19 Random NBA Player-5 Minoru Arakawa-10 Tim Bechtel—11 Steve Bolender-12 John Brandwood-13 David Bridgham-14 Scott Bush-15 Marc Doyal—16 Mike Fukuda-17 Jeff Godfrey-18 Roger Harrison-20 Chick Hearn-21 Robert Hemphill-22 Jim Holdeman-23 Mike Knauer-24 Kevin Kraus-25

Chris Lamb-26 Mike Lamb-27 Stu Lantz-28 Howard Lincoln-29 Ken Lobb—30 James Maxwell-31

Umrao Mayer—32 Arnie Myers-33 Dan Owsen-34 Colin Palmer-35 Tom Prata-36

Ed Ridgeway-37 Henry Sterchi-38 Noah Stein-39

Faran Thomason—40 Gail Tilden-41 Russell Truelove-Erich Waas-43

Phil Watts-44 Armond Williams-45

NBA SHOWTIME: NBA ON NBC

Secret Characters

To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code. BEAR-1228

BENNY-0503 BOOMER-0604 CRUNCH-0503 GORILA-0314 HAWK-0322 HORNET-1105 RAPTOR-1020 ROCKY-0201 SASQUA-7785 SLY-6765 TURBO-1111 BIGGY-0958

CRISPY-2084 HORSE-1966 JACKO-1031 KERRI-0220 KERRI-1111 LIA-0712

LIA-1111 NIKKO-6666 OLDMAN-2001 PINTO-1966 RETRO-1970 SMALLS-0856 THEREF-7777

THEWIZ-1136 BETHAN-1111 CMSVID-0000 DANIEL-0604 DAVE-1104

GATSON-1111 GENTIL-1228 GRINCH-0222 GUIDO-6765 IAPPI F-6660 JASON-3141 IENIEB -- 3333 JENIFR-1111 JONHEY-8823 LEX-0014 LYNCH-3333 MATT G-1006 PAULO-0517 ROOT-6000 SAL-0201 STENTR-0269 STRAT-2112 TIMCRP-6666 TIMMYB-3314 TURMEL-0322 LIPTAK-0114 THOMAS-1111 TIMK-7785 WIL-0101 CUTLER-1111 CHAD-0628

At the match-up screen just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a driection on the D-pad or joystick. For example, to activate the "No Hotspots" code, (2-0-1-Up) press Turbo twice, Jump zero times, Pass once, then press Up. A message will appear to confirm each code. Note: Some codes will note work in a two-player game unless both players enter the

Show Shot %-0-0-1-Down No Hotspots-2-0-1-Up Show Hotspot-1-0-0-Down ABA Ball—2-3-2-Right Alternate Uniform-4-3-0-Right Away Uniform-4-2-0-Right Home Uniform—4-1-0-Right Midway Uniform—4-0-1-Right Team Uniform-4-0-0-Right Big Heads—2-0-0-Right Tiny Heads-4-4-0-Left Tiny Players-3-4-5-Left No Replays—3-3-1-Left No Tip Off—4-4-4-Up Tournament Mode-1-1-1-Down Infinite Turbo-4-1-1-Up No Player Arrows-3-2-1-Left Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

Left Team's Court-Up + Turbo Right Team's Court—Down + Turbo Street Court—Left + Turbo Island Court—Right + Turbo Midway Court—Up + Shoot + Pass NBC Court—Down + Shoot + Pass

Secret Characters

At the main menu, select "Arcade," then select "New." You'll be promped to enter a name for record keeping. Next, enter any one of the names and PINs below. When the message "Choose Controller Pak" appears, press A. If the message "Controller Pak Not Found!" appears, just select "Abort." If you entered the code correctly, at this time you'll hear the announcer say "Lights out, baby!" The code will be active for the next game you play.

BETH-7761 BILLZ-0526 BRIAN-0818 DANIEL-0604 ED-3246 GENE-0310 GRINCH-2220 GUIDO-6765 JAPPLE-6660 JASON-3141 JENIFR-3333 JIMK-5651 JOHN-5158 JOSH-4288

LUIS-3333



MARKA-1112 MIKE-3333 MITCH_4393 MONTY-1836 PAULA-0425 PAULO-0517 RAIDEN-3691 ROG-8148 ROOT-6000 RYAN-1029 TODD-1122 TURMEL-0322 SAL-0201 SHINOK-8337 SHUN-0530 VAN-1234 SKULL-1111 BRAIN-1111 Secret Codes

At the match-up game just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Fast Turbo" code, (0-3-2-Left) press Turbo zero times, Jump three times, Pass twice, then press Left. A nessage will appear to confirm each code. Note: Some codes will not work in a twoplayer game unless both players enter the

Always Receiver-2-2-2-Right Always Quarterback—2-2-2-Left Big Football—0-5-0-Right Big Head-2-0-0-Right Display Field Goal %-0-0-1-Down Display punt hang-time meter-0-0-1-Right Fast Turbo-0-3-2-Left Asphalt Field-3-0-1-Up Astroturf Field-3-0-3-Up Grass Field-3-0-0-Up Snow Field—3-0-4-Up Hide Receiver Name-1-0-2-Right Hyper Blitz-5-5-5-Up Infinite Turbo-5-1-4-Up Late Hits-0-1-0-Up No First Downs-2-1-0-Up No Interceptions-3-4-4-Up Allow Stepping OB—2-1-1-Left No Punting—1-5-1-Up Team Playbook-1-0-0-Up No Head-3-2-1-Left Huge Head-0-4-0-Up Invisible-4-3-3-Up Power-up Blockers-3-1-2-Left Power-up Defense-4-2-1-Up Power-up Teammates-2-3-3-Up Smarter CPU Opponent-3-1-4-Down City Stadium-5-0-1-Left Day Stadium-5-0-1-Down Night Stadium-5-0-2-Down Old Day Stadium—5-0-1-Up Old Night Stadium—5-0-2-Up Old Snow Stadium—5-0-3-Left Roman Stadium—5-0-3-Left Snow Stadium—5-0-3-Down Dirt Stadium-3-0-2-Up Super Blitzing-0-4-5-Up Super Field Goals-1-2-3-Left Super Passes-2-5-0-Left Team Big Heads-2-0-3-Right Team Tiny Players—3-1-0-Right Night Game—0-2-2-Right Tournament Mode-1-1-1-Down Fast Turbo-0-3-2-Left Fog-0-3-0-Dow Rain-5-5-5-Right now-5-2-5-Down

Secret Codes

Thick Fog-0-4-1-Down

Choose "Options" from the main menu, ther access the Password option and enter any of the following codes to alter the graphics or gameplay:

F A 5 T—Faster gameplay BRAINY-Big head mode BIGBIG-Giant players

Secret Codes

Note: All of the codes listed above under NHL Breakaway 98 will work with NHL Breakaway 99 except for the "Secret Teams" code.

IGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main and enter the code Left, Up, CT, CT, CE. CO. Co. Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at

Secret Codes

Enter the following codes at the "Secret Codes" screen

Hitting turbo gives Super-jump-A L L J U M P Hitting turbo give s Turbo—G O F A S T
Throw papers backward—B A C K W A R D Throw papers straight ahead—FRONTS Throw papers at random angles-R A N D O

Throw papers at 90° angles—SIDES Jumbled sounds-J U M B L E View all newspaper headlines when you start training mode—HEADLINE Unlimited health—I N V I N (Unlimited papers-NOBUNDLE

Tiny paperboy-LITTLE Near-sighted paperboy—M A G O O Unlock all levels—O B V I O U S Speed up the game—R U 5 H Slow down the game-WAKING Moon gravity (jump higher)—M O O N All non-animated objects scream—5 CREAM Silly collision sounds—T H U N K Huge newspapers—S U N D A Y Time clock is ignored—UNTIMED

Multiplayer Codes

Choose "Start" from the main menu, then se-"Single" and "Load". If you have a con troller pak with Quake II saves, press B to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press B to back out of the single-player mer and start a game in multiplayer mode to see S3TC OOLC OLOR S???-Changes the back-

53T1 NF1N 1T3S HOTS—Infinite ammo

53TL OWGR V1TY ????—Low gravity

Level Select

From the main menu, select "Quick Start, then enter the password "FZJFTMRZG8R Q" at the following screen and press A. If you entered it correctly a level select screen will

255 Grenades

Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down Z to get ready to throw your last grenade. When the meter on the screen fills completely, let go of Z then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep Z held down a seconds your grenade stock will be 255.

Inlock All Cars & Tracks

At any time during a game, press B, A, Z, Z, B, L, A, C. You'll hear a special sound effect after entering it correctly

READY 2 RUMBLE BOXING Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to

B R O N Z E-Bronze Class (In Arcade Mode. Kemo Claw is also unlocked)

SILVER-Silver Class (In Arcade Mode Kemo Claw and Bruce Blade are also unlocked)

G O L D-Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also un-

CHAMP-Champ Class (In Arcade Mode, all boxers are also unlocked) Change Costume Colors

At the boxer selection screen, press C® + C® simultaneously to change the currently selected boxer's colors.

Change Cornerman's Voice The cornerman's voice is usually randomly

picked, but you can choose it at the boxer se lection screen by holding C® and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad C@ + Up-Irish accent

C® + Left—New York accent

C + Right-African-American accent

C + Down—Hispanic accent

RIDGE RACER 64

Secret Caddy Car

From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code:

all levels and fast bikes-C. C. C. C. CRIRCYT

Unlock Scooter level—C®, C®, C®, C®, C®, L, CO

Unlock Cop Mode—Z, C®, C®, C®, Z, L, R, C®

ROCKET: ROBOT ON WHEELS

During gameplay, press START to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.

All vehicles-Up, Down, Z, R, Left, Up, Down, Left, Down, Down ier rocket-Up, Right, Right, R. Right, R.

Z.R.R.Up on-Up, R, R, Left, Z, Z, Down, Left,

Up. Right Low gravity-Z, R, Z, R, Down, R, R, Right, Right R

Super Grab Field-Down, Left, Right, Z, Down, Right, Down, Down, Down, Left Super Speed-Z, Right, Down, Up, Down, R, Up, Down, Left, Up

STAR WARS: EPISODE I RACER

Cheat Menu

Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "RRTANGENTABACUS" by holding the Z button and pressing L to select each letter. Note that this procedure is not the same as choosing letters with the A button; if you hold Z and select letters with L, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold Z as you highlight "END" and press L; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release Z and enter your initials. Next, start a race and press START to pause. At the pause menu, press Left, Down, Right, Up on the D-pad: a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press A to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following come at any time during a race:

- · Hold Up on the D-pad to fast-forward
- . Hold Down on the D-pad to reverse at high
- Press Right on the D-pad to self-destruct . Hold Left on the D-pad to make your
- Hold Z + Left on the D-pad to see an x-ray
- view of the current screen (this also works at the menu screens after and between races) Special Control Scheme Using the procedure described above

"Cheat Menu", enter the passcode "R R D U A at the "Please Enter Your Initials" screen and remember to choose "END" with the Z and L buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing Up on the joystick propels you forward, press Down to steer. The controller ports are assigned as fol-

Player 1, left pod: Controller 1 Player 1, right pod: Controller 3 Player 2, left pod: Controller 2 Player 2, right pod: Controller 4

Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. For best results, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on.

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

A C E-Higher difficulty B L A M E U S—Group shot of developers

CHICKEN—Access bonus level

CREDITS-See the game's credits

D E A D D A C K—Unlocks all stages at the Select Level screen DIRECTOR—Enables "Showroom" menu

at the Options screen
F A R M B O Y—Unlock Millennium Falcon at

the "Select Your Craft" screen

I G I V E U P-Infinite lives

KOELSCH-Changes the V-Wing into an automobile

M A E S T R O-Enables the "Concert Hall" option at the "Showroom" menu R A D A R—Alternate radar

TOUGHGUY-Finish levels with 0:00 completion time, all friendly saves and bonuses

TIEDUP-With the "FARMROY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press Up to access the TIE Interceptor

Unlock Naboo Starfighter
Choose "Passcodes" from the Options menu. Enter the code "HALIFAX?" and select "Enter Code." then enter the code "1 Y N G W E !" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from Star Wars Episode I: The Phantom Menace has been permanently added to the list of available ships. See Developers' Heads

Choose "Passcodes" from the Options menu Enter "H A R D R O C K", "B E R G L O W E" or
"W U T Z I" and select "Enter Code." If you start a game and then return to the title screen, you'll see that Luke's head will be replaced by one of the developer's heads!

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick): Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, A new menu item, "Cheats" will appear. After entering this menu, you can press Right and Left to cycle through the different lists of stages.

At any time during gameplay, press START to pause the game, then hold down L and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.

Slow motion—Down, Down, C®, C®, Left Fast motion-Right, Up, Down, Down, Up, Down

High speed-C®, Left, C®, C®, Up, Down, Right

Add "Skip to Restart" menu item-CS, CS, CV, Up, Down 10 point stats—C®, C®, Left, Up, C®

13 point stats-C. C. Left. Up. Down Score x10-Down, Right, Up, Right, Up, Left, CO

Obtain all tapes-C®, Left, Up, C®, C®, Right, Down Up Perfect balance—C®, C®, Left, C®, Right, Up,

Girl's picture—C®, C®, C®, C®, C®, C®,

TOP GEAR RALLY 2

Enter any of the codes below at the main menu. You may disable a code by entering it

Nintendo 64 tips

a second time. For the Hi Res Mode code, an expansion pak is required. Hi Res Mode—C®, C®, Left, L, L Chubby World View-Z, CD, L, Up, Right No Depth View-Z, C®, R, Up, Right Speed Warp View—Z, C®, R, Up, Right Speed Based Aspect Ratio-Z. C. L. Up. Right Intoxicated Al Cars-CD, CD, Right, Right,

No Damage or Failures-L. Z. START, Up. Up. Bouncy Cars—C®, C®, R, Up, Left Award 100,000 Sponsor Credits in support van-L Z START, L L

Award maximum Championship Points in support van-L, Co, Left, L, L

Repair all car damage in support van-L, Z, R, L START

Toxic Waste Dump—C®, C®, R, L, Up Volcano Valley—C®, Z, R, L, Down Upside-Down World-C®, Z, START, Up, Down

Spinning World-R, CD, R, Up, Right Real Hills-L Z. Left. Up. START Shadow Racer—C®, Z, Right, Up, Z Tall Car—C®, Z, START, Left, Down Long Car—C®, C®, Right, Left, Left Giant Car-R CO R Left Up No Tires-R, C®, R, Down, Down Tires Only—C®, Z, Right, Left, Right Monster Tires—C®, C®, Right, Down, Up Cylinder Tires-C®, Z, Right, Down, Right Wobble Tire-R, CD, START, Down, Z

Level Select

At the main menu, press Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down, You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

TRIPLE PLAY 20

Cheat Codes

At any time during the game, enter any of the following codes to affect the score, the ball/strike count or the number of outs:

- . Three ball count-Hold L + R + Z and press Up, Down during the game
- Three outs—Hold L + R + Z and press Down. Up during the game
- . Add one run to home team's score-Hold L
- + R + Z and press C®. C®
- · Add one run to the visiting team's score Hold L + R + Z and press CD, CD Special Sounds

After hitting a home run during a game, press C®, C® or C® to hear the fans salute you with horns and whistles as you round the bases.

VIGILANTE 8: 2ND OFFENSE

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press A twice. Next, press the L and R buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press A again immediately after entering the code. For the "Unlock Ultra rez" code. you can switch to the Ultra resolution via the menu that appears while the game is paused. Unlock all characters—LLA_KCOLNU

Invincibility—ELBICNIVNI Max. stats—LLA_DORTOH Unlock Ultra rez (requires expansion pak)-GO MAX REZ

Faster firing rate—RAPID_FIRE Slower gameplay—GO_SLOW_MO Higher suspensions—JACK_IT_UP Faster cars—MORE_SPEED Heavier cars-GO RAMMING Quick start in Arcade Mode—QUICK_PLAY Play alone in Arcade Mode-HOME ALONE Hover higher-HI_CEILING No gravity—NO_GRAVITY Big wheels—GO_MONSTER Watch all endings—LONG_MOVIE No wheel attachment icons-DRIVE ONLY Super missiles—BLAST_FIRE

Attract enemies-UNDER FIRE Select same cars in multi-player-MIXED CARS

Second Chance Shot

To re-take your last shot, press Left on the D pad to bring up the instant replay, then hold the A button for a second chance at the shot. (You can't re-aim, but you can change the shot strength.)

Ride the Dolphir

Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the nonramp stunts at the beginning of the course before you reach the ramps; you can even do ne stunt-like the stand and somersault before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick Down and press a button to confirm your choice. (If you want the alternate-color character, hold Up on the D-pad while holding Down on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dol phin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins

WAYNE GRETZKY'S 3D HOCKEY

Invisible Players

Pause the game and select "Replay". Press L or R to highlight a player; that player will flash for a brief instant. If you press Z quickly before the player stops flashing, he will turn invisible. Press START twice to return to the game; that player will stay invisible. Note that pressing Z causes the highlight to return to the player closest to the puck, and that high lighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the L or R button. To turn your entire team invisible, advance through the line-up with L or R until you reach the last player on your team. press Z to turn him invisible, then use the same button to advance to the next-to-last player, press Z, etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisi-

Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice mode with you

To start a game quickly, hold any button except A at the main menu and press START; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers.

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C® button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

Player Size Tricks At the Options menu, hold the CO, CO or CO button and press R; you'll see a line of num-bers called "Specials" at the bottom of the screen. The first six digits control the way your

character appears in the game as follows: Big Heads—Hold the C♥ button and press R until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the C♥ button and press R until the first two digits of the "Specials" option are "01" Tiny Heads-Hold the C® button and press R

until the first two digits of the "Specials" option are "11". Tiny Players—Hold the C® button and press R until the third digit of the "Specials" option is

Giant Players-Hold the C® button and press

R until the fourth digit of the "Specials" op

Short, Fat Players-Hold the Co button and press R until the fifth digit of the "Specials" option is "1"

Tall, Thin Players-Hold the C® button and press R until the sixth digit of the "Specials'

Some of these effects can be combined: for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101" Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

During a game, press START to pause, then access the Options screen. Hold the L butto and press Co nine times; the seventh digit of the "Specials" option will be changed to "1 When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0

Trade Players

At the Options screen, hold the L button and the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the C® button ten times. A secret "Modify Teams" menu will appear. Use the Dpad or joystick to choose two teams to modify, then press A. The roster of the first team appears on the left; press B to change the team on the right. Use Up or Down to highlight the name of the player you want to re-place, use Left or Right to highlight the name of the player you want to replace him with Press A to make the substitution. Press START to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press START to return to the "Team Stats" screen.

Frequent Fight Mode

The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

Access Super Teams

At the Options screen, hold the L button and press CB, CG, CG, CB, CG, CG, CB, CG, CG The "Specials" option will appear with the tenth digit changed to "1". Now you have ac-cess to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers". See Company Logos

Press Z at the Options menu to view the different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.

Secret Passwords Enter any of the following passwords at the Pay-Per-View Password screen: PLYHDNGYS-Hidden wrestlers unlocked

C B C K R M S—Special area select C H T 4 D B S T—Quest cheat enabled DPLGNGRS-Doppleganger select enabled

N G G D Y N L N-Test Case 1 unlocked PLYNTRCLSC—Classic Nitro setting PRNTMMNTM—Momentum print en-PRNTSTM N—Stamina print enabled

M K S P R C W S-Bionic created wrestlers vKh#15=101 mFs-World War III @KcXKF=W?j^pF-Starrcade JPmB6IfMIk\$B-Superbrawl t d ^ p K R m Z - < y L—Halloween Havoc M S K D L T L R Y—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password

2 J J h K X d J F m 4 k B-Uncensored PPV Mode unlocked

@ J H k f y I B w f Q Q F—Spring Stampede

Codes

Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.

Unlock Trial mode-Up, Down, Down, Right, Right, Right, Left, Left, Left, hold Co and press START.

Unlock Max Power Mode-L, CD, CO, CD, CO, CO, CO, CO, CO, L + START.

Unlock all characters in Versus mode-Up, Down, Down, Right, Right, Left, Left, Left, Left, hold C® and press START.

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again:

Unlock Piranha II team-Hold L + R + Z and press C®, C®, C®, C®, C®, C®, C® Unlock Velocitar track-Hold L + R + Z and press CO, CO, CO, CO, CO

Power-up weapons—Hold L + R + Z and press CO, CO, CO, CO, CO, CO, CO In-Game Codes

Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it

Race doesn't end when timer expires-Hold L + R + Z and press C®, C®, C®, C®, C®, C®, CO. CO

Infinite shield energy press C@, C $\textcircled{@$ C®, C®, C®, C®, C®, C®, C®

Unlock All Teams & GT2 Cars

At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): Z, Right, Z, Z, Z, B, C♥, A, Right, START. Now all of the teams and their cars will be available. Unlock All Sydney Tracks

From the main menu, select "Championship." Next, select "New Game." enter "FROZEN-SKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available.

Top View

During game play, press Up, Up, Up, A, Left, A. A. A. The camera view will immediately change after entering the code correctly.

Secret Codes

At the main menu, press Right, Right, Left, Left, Right, Left, Right on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Unlock Despair—C®, C®, C®, C® Unlock Bunny Despair-Co. Co. Co. Co. Let Xena battle Gabrielle in Quest mode—C®, CO. CO. CO. Unlock "Titan" difficulty level—C®, C®, C®,

CR

At any time during a battle, hold down the Target button (Usually A) and press Right, Right, Left, Left, Right, Left, Right on the Dpad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

visibility-Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target

Ice Fighters-Strong Punch, Strong Punch, Invincibility-Strong Punch, Strong Punch,

Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target One-Hit Kills—Strong Punch, Strong Punch,

Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump Big Heads-Crouch

Big Feet-Jump Snow Fighters-Strong Punch, Strong Punch, Crouch

Red Nose-Weak Punch, Weak Punch, Target Purple Nose-Weak Punch, Weak Punch, Crouch

Green Nose-Weak Punch, Weak Punch, Jump Icy Stage-Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target

Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Crouch



AGILE WARRIOR F-111X

Pause the game and press Left, 🗆, 🗀, 🗀, Up, \triangle , \triangle , \triangle , Right, \bigcirc , Down, \times , \triangle , \triangle , \triangle , \triangle , \triangle , Maximum Fuel and Armor

Pause the game and press Left, \square , \square , \square , \square , Up, \triangle , \triangle , \triangle , Right, O, Down, \times , \triangle , \triangle , \triangle , \triangle , O. All Weapons=999

Pause the game and press Left, \square , \square , \square , \square , \square , Up, \triangle , \triangle , \triangle , Right, O, Down, \times , R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, Toggle Minimum Speed

Pause the game and press Left,

,

,

,

, Up. A. A. A. Right, O. Down, X. A. A. A. X. Now your minimum speed is zero; hold L1 to hover

Hidden Camera Angles

Pause the game and press Left, \Box , \Box , \Box , \Box , \Box , Up, \triangle , \triangle , \triangle , Right, O, Down, X, Up, Down, Left, Right. Enter this code repeatedly for new views.

Mission Complete

Pause the game and press Left, \square , \square , \square , \square , \square , Up, \triangle , \triangle , \triangle , \triangle , Right, \bigcirc , Down, \times , \triangle , \triangle , \triangle , \triangle , Down, Down, Down.

"Dancer" Cheat

If you complete all ten missions in Agile Warrior, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press Left, \square , \square , \square , Up, \triangle , \triangle , A, Right, O, Down, X, Down, X, Down, X, Down, X, Down, X, Down, X. Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.

Play Your Own CD

During the game, press the OPEN button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the L and R buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accom paniment. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu.

AIR COMBAT

Secret Loading Screen

Hold the R1 and ○ buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around.

When the secret CD loading menu appears as described above, quickly press Up, Left, Down, Right. A tiny picture of a Fygar—the dragon character from Namco's classic Dig Dug arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons-the "loading" menu will be replaced by a strange hid den game in which you must steer the Air Combat bird symbol around the screen and destroy as many of the passing ships and mis-siles as you can before a tiny bird can walk from the left side of the screen to the right. Use the L2 and R2 (or Left and O) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the R1 button to toggle between three different control configurations. Get a score of 4.60 or higher

and you'll get something...but we're not sure

999.999.000 Credits

At the special CD loading menu, quickly press Down, O, A, A, A, O, A, O, A, then press O+△ simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from Dig Dug appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,000 credits which you can use to buy ny ship or wingman available

Different-Colored Ships (1P Mode)

At the CD loading menu, press Up, Down, Left, Right, Up, Down, Left, Right, R1-continue to hold the R1 button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors.

Different-Colored Ships (2P Mode)

At the CD loading menu, quickly press Left, Right, Left, Right, Down, Up, Down, Up, O, O, \triangle , \triangle , \triangle —continue to hold the \triangle button until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the fighters has an alternate-color version available, effectively doubling the number of vehicles to choose from

Extra Wingmen

At the CD loading menu, hold the R1 button and press START 10 times (continue to hold START after the tenth press.) This code is tougher to do than the others, but when you get it to work, you'll find more variety in your available wingmen.

ALEXI LALAS INTERNATIONAL SOCCER

From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. You'll hear a special sound effect after entering a correct code. When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category.

Brazil 1970-R1, R1, R1, Right, Right Die Mannschaft-R2, R2, R2, Right, Right England 1966-L1, L1, L1, Right, Right All Time-L2, L2, L2, Right, Right Aus Asia Stars-R1, Up. Up. Right, Right Africa Stars-R2, Up, Up, Right, Right Oranje-L1, Up, Up, Right, Right Azzuri-L2, Up, Up, Right, Right

ARMORED CORE: MASTER OF ARENA

Fix Camera's Position

At any time during gameplay, press O + X + START. The game will pause. When you press START again to unpause, the camera will be fixed at its current position. Pause and unpause the game once more to return the camera to its normal behavior.

First Person Camera View

At any time during gameplay, press $\triangle + \Box +$ START. The game will pause. When you press START again to unpause, the camera will move to a first person view. Pause and unpause the game once more to return the camera to its normal behavior.

ARMORED CORE: PROJECT PHANTASMA

Fixed Camera
While in the middle of a mission, hold $\bigcirc + \times$ and press START to pause the game. Press START again to return to the game and the camera will stay fixed in place. Pause and unpause the game to return the camera to nor-

1st Person View

While in the middle of a mission, hold $\wedge + \Box$ nd press START to pause the game. Press START again to return to the game; the camera will now give you a first-person view. Pause and unpause the game to return the camera to normal.

Change Raven's Nest Background

From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold L1 + R1 and press SELECT. The background texture will change to whatever is the current emblem.

ARMY MEN: AIR ATTACK

Passwords

Unlock all Copilots—Up, Down, Up, Down, Up, Down, Up, Down Unlock bonus ending cinematic—

Down, X,

Down, Right, Right, Up, Up Mission 2—X, Down, Left, Left, □, O, O, Right

Mission 4—Down, Down, □, □, Left, Right, ○, Mission 5-Right, Right, X, O, Down, Up,

Down, Up Mission 7—□, O, X, □, △, Left, Up, Right Mission 8-Right, Down, Left, Up, A. Down,

Up. Down Mission 9-0, O, Right, Up, Right, Up, X, X Mission 10-X, Down, Down, Down, Down,

X, Left, Right Mission 11—△, Up, O, Down, □, Left, X, Right Mission 12—Up, Up, △, △, Left, Left, ○, ○ Mission 14 (2-player)-Left, Down, Left, Down, Q. O. Q. O

Mission 15—□, Right, Left, O, O, Up, Down, □ Mission 16-Down, Up, Down, Up, A, O, A,

ARMY MEN: SARGE'S HEROES

Unlock All Levels
At the main menu, hold L1 + R1 + □ and press Up, Down, Left, Right. After entering the code correctly, you'll hear a special sound ef-

All Weapons & Infinite Ammo

At any time during gameplay, press START to pause, then press Q. O. R1, L1, You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

BALLBLAZER CHAMPIONS

Special Passwords
Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords: . Shrink the Rotofoil

XOXXOX

XXAAXX

Upside-down playfield

DXXXX XXAAXX

XXXXXX

XOXXOX

· Must score in your own goal to win

XXXXX OXXOXD

XAXXX XXAXX

XXXX

· Play as the Master Blazer, Xarta

XOOOXI

ΟΧΔΧΟΟ ΟΔΧΔΟΟ OXAXOD

· Play "Classic Ballblazer"

DOXXXX ппппхх

BASES LOADED '96: DOUBLE HEADER

Automatic Home Runs

During the game, press START to pause, then grab Controller 2 and press \triangle , \square , \times , \bigcirc , \bigcirc , \bigcirc . You'll hear a piano sound. Next, press L1 (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt. To disable this cheat, simply enter the code again; when you press L1, you'll hear the word, "Safe!"

As above, press the START button to pause. then press \triangle , \square , \times , \bigcirc , \bigcirc , \bigcirc on Controller 2. You'll hear a piano sound. Next, press the \times button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen. Press X on Controller 2 to change the inning number, then press START to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

To give the computer control over your team, pause the game and press A, D, X, O, O, O on Controller 2. After you hear the piano sound, press the L2 button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.

BATMAN FOREVER: THE ARCADE GAME

Batman's Special Moves & Combos

Lunge Grab→→+ Punch

Hop Kick→→+ Kick

Uppercut→↓ → + Punch

Sliding Kick→↓ → + Kick

Roundhouse Kick—←→+ Kick

Computer Control

Block-Hold Punch + Kick (Move D-pad to

evade) Taser Combo-With taser, Hop Kick, Hop Kick,

Hop Kick (repeat)
Long Combo—Roundhouse Kick, Punch,

Punch, Sliding Kick, Kick, Uppercut, Punch, (repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

Robin's Special Moves & Combos Palm Strike—→ → + Punch Flick-Flack—→ → + Kick Flash Kick-↓ > + Kick

Reverse Flash Kick-← → + Kick

Block-Hold Punch + Kick (move D-pad to evade) Taser Combo-With taser, Flick-Flack, Flick-

Flack, Flick-Flack (repeat)

Long Combo—Flash Kick, Punch, Punch, Kick, Kick, Punch, Punch, Flash Kick (repeat Flash Kick until frenzy) Tips & Secrets

If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you.

 If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter.



To show off its new PlayStation 2 lineup of games, Namco invited a select group of press to Monterey, California for a special event. On the night of the 19th, there was a special reception where we got to check out Ridge Racer V and Tekken Tag Tournament. We were also lucky enough to get a peek at an early development version of Namco's PS2 motorcycle racing game, Moto GP. On Thursday, we headed off to the legendary Laguna Seca race course for an all-day session at Skip Barber Racing School. In the morning. we were treated to braking exercises with the





- . When the Monarch Bat makes its sweeping attack, press Punch + Kick to block: you won't take any damage. However, blocking will not protect you from the bat's fire attack
- At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly.

BATTLE ARENA TOSHINDEN 2

Turn the game on and wait for the title screen to appear. While the words "1P GAME." "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press R1, L2, X, L1, R2, O before all of the text appears You'll hear a signal to confirm the code it you're fast enough. At the fighter-select screen, highlight the "?" box; Master and Uranus are now included in the random characters that appear. To choose them more easily, hold the SELECT button; this slows down the random-select feature.

Boss Code 2

With Boss Code 1 in place as described above return to the title screen; while the words "1F GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press O. R2. L1, X, L2, R1 before all of the text appears You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Vermilion and Sho are now included in the random characters that appear. To choose them more easily, hold the SELECT button: this slows down the Camera Controls

At the Options menu, set all four of the top buttons to "NOT USED." Move down to the Camera Action setting; you'll find a new cam era angle option called "Camera." With this setting, you can change camera angles almost exactly as described under the codes for the original Battle Arena Toshinden game: the only difference is that you can't pan left or right

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" screen within the "Game Setup" menu:

All tanks on-THRTN All weapons on-SRTHMB Level Select on-BCKDR Lots of tank bucks on-DPPCKTS Brandon gang on-S M S L G N G Cassandra gang on-NSTYGRL

REAST WARS TRANSFORMERS

Weapon Power-Up

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, △, ×, □, START. Now your character's weapon will be more powerful than the standard

Stage Skip

ring the game, press START to pause When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up. Down, Left, Right, A, Right, Left, Down, Up, START. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one

BIO FREAKS

First-Person View

During a match, hold L2 + R2 and point the Dpad away from your opponent to activate a first-person camera view. To return to the standard camera angle, hold L2 + R2 and

BLACK DAWN

Secret Deathmatch Mode

At the main title screen, hold SELECT + R2 on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player Combat game, complete with "wraparound" screen. Acress All Levels

At the main title screen, hold Left + L2 and press SELECT; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

Maximum Fuel & Ammo

Press START to pause the game, then press SE-LECT, L2, SELECT, R2, A, A, A, O.

Acquire Wingman
Press START to pause the game, then press SE-LECT. LZ. SELECT. RZ, C. C. C. O.

Maximum Weapons Press START to pause the game, then press SE-LECT. L2. SELECT. R2. L1. L2. R1. R2.

Press START to hause the name then press SF-LECT. LZ. SELECT. RZ. SELECT. SELECT. SELECT. Upgrade Current Weapon
Press START to pause the game, then press SE-

LECT, L2, SELECT, R2, L1, L1, R1, R1. Complete Current Mission

Press START to pause the game, then press SE-LECT. L2. SELECT. R2. A. A. A. Down, Down,

Secret Video Scene

If you beat the game at the "Rockin" difficulty setting, you'll see a secret video scene with behind-the-scenes footage from Black Ops, the game's developer. You can find it easier if you set the difficulty to "Rockin" enter the "Access All Levels" code above, then go to Operation Hurricane and enter the Complete Current Mission" code, also shown

BLOOD OMEN: LEGACY OF KAIN

Refill Energy At any time during the game—not while paused-enter any of the following codes as needed

 Refill Energy—Press Up, Right, □, ○, Up, Down, Right, Left.

 View All FMV Scenes—Press Left, Right,

 O. Up. Down, Right, Left, (Access the "Dark Diary" from the Options menu and you'll be able to watch all of the video scenes from the

Press □ at the title screen to access the "Load Game" menu, then enter any of the following passcodes for different effects: X M U C H O L I F E—99 lives

XTOOROCKER—Have all rockets X L V L C H T M S B—Access all levels X Z O O M M E R K B—During the game, hold

Left on the D-pad and press START to warp to a different location in the current stage XALLDBUGCR-Activate all of the abo cheats at once

X B N S C H T M M M-Play bonus round X U R A S N A K E R-Bubsy w/black T-shirt & eyepatch

As above, access the "Load Game" menu, then enter the following passcodes to hear all of Bubsy's dialogue from the game (each code

will allow you to hear a group of phrases from a specific scenario).

BUBSYHITXA RURSYROPXA

BUBSYDOGXA

RURSYGIDXA BUBSYHIHXA

BUBSYIDLXA

BUBSYPOWXA

BURSYUFOXA BUBSYHZOXA

BUBSYWOOXA

RURSYWORXA

BUGS BUNNY: LOST IN TIME

Unlock All Stages At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold L2 + R1 and press X, \Box , R2, L1, \bigcirc , X, \Box , \Box , \Box . You'll then be able to enter any stage.

BUST-A-MOVE '99

Extra Worlds

At the title screen, quickly press O, Left, Right, O. A small green character will appear on the lower right corner of the screen when the code is successfully input. Now start the game in "Puzzle Game" mode to play in a world that's different from the normal "Puzzle Game" setting.

CENTIPEDE

Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press R1, R1, R2, R1; now you can choose any stage. Extra Lives

Start a game in Adventure mode, then press START to pause. At the pause screen, press L1. L1, L2, L1; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CHAMPIONSHIP BASS

Passwords

Level 8-QSP%n@jhfnWv Level 9-OSP % noihfkms Level 10-CEdW1zxvtSHk

COUN MCRAE RALLY

Cheat Codes

From the main menu, select "Championship," "Rally," or "Time Trial." Then select your drive train and car and select "Continue." When the "Enter Your Name" screen appears, input any of the codes below as your name. You'll hear a voice say "Cheat code enabled" upon entering a correct code. The Jelly car code does not work in Championship mode

Race at night-NIGHTRIDER Race in fog-PEASOUPER 60 fps mode—SILKYSMOOTH
Fast acceleration—BUTTONBASH Double engine power-MOREOOMPH High-pitched co-driver-HELIUMNICK Turbo boost-KITCAR Rear wheel steering—FORKLIFT Four wheel steering—TROLLEY Low gravity—MOONWALK Unlock all courses—OPENROADS Unlock all cars-5 HOEBOXES Small cars—DIDDYCARS Hovercraft cars—HOVERCRAFT Metallic cars—TINFOILED Jelly car-BLANCMANGE

Mirror tracks-WHITEBUNNY

COLLEGE SLAM

At the College Slam title screen-while the words "Press Start" are flashing-press Left, Up, O, Up, Down, Up, Right, △. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team in-

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs. screen appears and the announcer says, "Today's match-up..." enter one of the following

Quick Hands-Left, A. O. O. Up Max. Power-△, Down, △, Right

Power-Up Goaltending-Down, Down, Down, Up. Up. Up Power-Up Fire-Left, Right, Left, Right, Up.

Down Down Power-Up Turbo-Down, A, Down, Down,

Power-Up Offense-Right, Up. Down, Down,

Power-Up 3-Pointers—Up, Up, Up, △, △, △ Power-Up Dunks-Down, Up, Down, Up,

Down, Up Power-Up Push—Up, △, Up, ○, Up, Up Push an opponent and both fall-Up, Left.

Push an opponent and only his teammate falls-Down, △, Down, △, Down, △

High Shots—Up, Up, Up, Up, Up, Up, Down Speed-Up—Right, Right, Right, Right, Right,

Whirlwind-Up Right Down Left Up Right

COLONY WARS III: RED SUN

Secret Passwords
From the main menu, select "Logon." At the Logon menu, press R2, R2, L2, L2, R1, R1, SE-LECT, SELECT. After entering the code correctly, a new item called "Cheat" will appear in this menu. Within this screen you can enter any of the following passwords. After entering a correct password you must select "Accept Password." Also, note the uppercase characters and spaces in some of the passwords.

Enable "Complete Mission" and "Fail Mission" items in pause menu-Quickie Enable "Hub Selection" item in the Logor menu-Move House

Weapons never overheat—ROCKWROK Invincibility-Awrate

Infinite ammo for secondary weapons—Sly n Devious

Infinite afterburner-Jalferezi

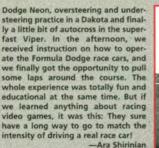
All parts available for purchase—Armoury
All ships available for purchase—Greyam Beard

All parts and ships cost 0 CR—Break and Enter Own all parts-Big Daddy

COMMAND & CONQUER Japanese Mode

Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese. Power-Up Codes

At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, you









will have access to the feature you requested as follows:

Ion Cannon

-Right, Down, Left, Left, Down, Right, Right, Down, Left, X, □, △ Air Strike—Right, Down, Left, Left, Down,

Right, Right, Down, Left, X, Extra \$5,000-Right, Down, Down, Left, L1. Left, Right, Down, Left Reveal Entire Map—O, O, O, Up, O, □, R1, O,

Access Covert Operations

Choose "Enter Password" from the main menu and input the password "COVERTOPS" When you return to the main menu, you'll find a new option called "Covert Operations" The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

Passwords

GDI Level 5-A 5 6 A 7 A N 1 D GDI Level 6—O X 3 C 5 3 D 4 G GDI Level 7—Y L X G J X L E 1 GDI Level 8-V 2 6 4 N Y U E 6 GDI Level 9-N X 7 O G 3 4 8 F GDI Level 10-0 X B B A I R Y 4 GDI Level 11-B 9 J U O 3 8 E S GDI Level 12-14AKNXOBO

CONTENDER

Play as Jackal

Note: You must have a memory card with a previously saved character in Slot 1 before attempting this code. From the main menu, se-lect "Exhibition." Then, select either a 1- or 2player game. From the character select screen, press - to switch to the character on your memory card. Next, press 🗆 again. Jackal's face will now appear among the other selec-

COOL BOARDERS 4

Secret Codes

From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating. Unlock all Mountains—I C H E A T Unlock all Special Events-IMSPECIAL

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys collected:

ΔΔΔΧΠΔΔ ΔΔΟΧΔΟΔΔ **AODAXXXX**

CRASH BANDICOOT 2: CORTEX STRIKES BACK

10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives. Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spiked guys to pass below him: take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second se-cret level.

Bring Back Bosses

If you've already defeated a boss but you want to fight him again just for fun, hold the △ button when using the platform to move between the different floors of the warp

CRASH BANDICOOT: WARPED

80

Secret Stages
In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coro.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventu-

ally enter an area that looks similar to the dinosaur chase scene—where you're running to-ward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus

CRASH TEAM RACING

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than Adventure.

Unlock Penta Penguin-Hold L1 + R1 and press Down, Right, A. Down, Left, A. Up Unlock Ripper Roo-Hold L1 + R1 and press Right, O, O, Down, Up, Down, Right Unlock Dr. N. Tropy—Hold L1 + R1 and press

Down, Left, Right, Up, Down, Right, Right Unlock Papu Papu—Hold L1 + R1 and press Left, △, Right, Down, Right, ○, Left, Left, Down

Unlock Komodo Joe-Hold L1 + R1 and press Down, O. Left, Left, A. Right, Down Unlock Pinstripe—Hold L1 + R1 and press Left, Right, \triangle , Down, Right, Down

Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold L1 + R1 and press Right, Right, Left, △, Right, Down,

Super Turbo Pads—Hold L1 + R1 and press △. Right, Right, O, Left

Infinite Bombs—Hold L1 + R1 and press △, Right, Down, Right, Up, △, Left Infinite Wumpa Fruit-Hold L1 + R1 and press Down, Right, Right, Down, Down

Infinite Masks-Hold L1 + R1 and press Left. △, Right, Left, ○, Right, Down, Down Invisibility-Hold L1 + R1 and press Up, Up,

Down, Right, Right, Up Unlock Scrapbook-Hold L1 + R1 and press Up, Up, Down, Right, Right, Left, Right, △,

To reach the Passcode screen, press O at the "Courses" screen Unlock Cyber Badlands-H ARESO Unlock Cyber Canyons-N A M O P Unlock Cyber Sawgrass—S E C A R E Unlock Cyber Summerlin—P O R A S O Unlock all courses-POOAKI

DIE HARD TRILOGY

Die Hard Cheats

Each of the following codes works in the "Die Hard" portion of the game: Invincibility-Press START to pause, then hold

the R2 button and press Left, Right, Up,

Stick-Man Mode-Press START to pause, then hold the R2 button and press △ ten times, then Right four times

Silly Mode—Press START to pause, then hold the R2 button and press Down, O, O, Down, A. Down

Die Harder Cheats

Each of the following codes works in the "Die Harder" portion of the game:

Invincibility-Press START to pause, then hold the R2 button and press Down, A, Right, Your health will go down, but you won't die when it's gone.

Fergus Mode-Press START to pause, then hold the R2 button and press O. Down, Down, C, X, C. Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game Die Hard With a Vengeance Cheats

Each of the following codes works in the "Die Hard With a Vengeance" portion of the

Big Cars—Press START to pause, then hold the R2 button and press Left, △, Right, Down. Chase View—Press START to pause, then hold the R2 button and press Down, O, Down, O This adds a new camera angle to the available

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats

At any time during gameplay in one of the "third person" levels, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly ap-

pear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.

Skeleton mode— \bigcirc , \square , \triangle , \triangle , \square , \bigcirc Pop top mode— \square , \square , \bigcirc , \bigcirc , \bigcirc , R1, R1 Big head mode-R1, R1, L1, L1, A, A Electric mode—□, □, L1, L1, R1, R1 Invincibility—Δ, Δ, Ο, Ο, L1, L2 All weapons—L1, L1, R1, R1, O, O Infinite ammo—C, C, O, O, L1, L1
Disable laser sight—L1, L1, A, A, L1, L1 Slow rockets-L1, R1, R1, L1, A,

First Person View-O, O, A, A, D Gun Mode Cheats

At any time during gameplay in a Gun level, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—A, A, O, O, L1, L2 All weapons-L1, L1, R1, R1, O, O Infinite ammo— \square , \square , \bigcirc , \bigcirc , \bigcirc , L1, L1 Auto reload— \square , \square , \triangle , \triangle , \bigcirc , \bigcirc Slow motion-A. L1. A. L1. A. L1 Slow rockets—L1, R1, R1, L1, △. □ **Driving Mode Cheats**

At any time during gameplay in a Driving level, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility— \triangle , \triangle , \bigcirc , \bigcirc , L1, L2 Infinite Nitro—L1, L1, R1, R1, \bigcirc , \bigcirc Infinite time—L1, R1, \square , \square , R1, L1
Rain mode— \square , \square , L1, L1, \triangle , \bigcirc Invisible car body-L1, R1, R1, L1, L1, R1 Debug Menu

At the main menu, press L1, L1, O, O, C, C. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DRIVER

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

· Credits (Watch the ending credits)-L1, L2, R1. R2. L1. R1. R2. L2. R1. R2. L1. L2. R1

Invincibility-L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1

nity (Police never chase you)-L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2 Rear Wheel (Car has rear wheel drive)-

R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1 Minis (Cars appear much smaller)-R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2

. Stilts (Extremely long suspension)-R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1

 Antipodean (Screen appears upside-down) R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1

Reveal Entire Map

During gameplay, move the cursor to your team icons and press X at each icon in this order: \Box , O, X, \triangle , \triangle , \Box . If you enter the code correctly, the words "CHEATER!" will appear on the screen.

FEAR EFFECT

Cheat Codes

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.

One-Hit Kills-L1, A. Up. Down, O. O. A. C. Down, R1 Expert Mode- Down, Down, Down, A.

Down, Down, Down, C. Left, Right Instant Puzzle Solutions-L1, A, Up, Down, O. O, O, Down, Down, Down, Up Infinite Health-L1, A. Up. Down, O. O. A. C.

Max. Ammo-L1, A, Up, Down, O, O, A, Cl.

FELONY 11-79

Access All Cars & Tracks

At the main menu-the one that says "Start/Time Trial/Setting" etc., enter the fol-

lowing code quickly on Controller 2: Tap L2 + R1 + R2, then tap R2, then L2, then R1 + \triangle ; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

FISHERMAN'S BAIT

Total Count List
At the title screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, O, START. Next, select "Options," then press SELECT. The Total Count List screen will appear.

Stage Select

During gameplay, press START to pause, then press Right, \square , \triangle , \square , \triangle , R1, L1, R1, L1, O. When you return to the "Select Level" screen. all of the stages will be unlocked. Infinite Lives

During gameplay, press START to pause, then press Right, C, A, C, A, X

G-POLICE: WEAPONS OF JUSTICE

Passwords

Mission 31—PLINTH Unlock Everything in Database-UTOPIA

GEKIDO: URBAN FIGHTERS

Cheats

To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work. Unlock Deformed mode-DEFORMANIA Unlock Skeleton mode—BONECRACK

GHOST IN THE SHELL

Stage Select

At the main menu, press R2, R1, □, □, Up, Down, \square , \square , R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRIND SESSION

Unlock All Tricks

At any time during gameplay, press START to pause, then press Down, Left, Up. Right. Down, Left, Up, Right. If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

Extra Difficulty Level
At the PlayStation logo screen, hold \Box + R2 + L1 + Down while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode. Secret Characters: Testament and Justice

To access the Guilty Gear bosses, you must beat the game with any character. continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes. Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

HOT SHOTS GOLF

All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on Controller 2, then as soon as you see the screen flash bright white, quickly press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the Hot Shots Golf logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

Mirror Courses

At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in your selection and continue to hold L1 + L2 until



the course loads. When it does, it will be a 'mirrored" version of the normal course. Mirror Characters

At the Character Select menu, highlight a golfer, hold L1 and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

HOT WHEELS TURBO RACING

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any tir Unlimited Turbos—R2, L1, \square , \triangle , R1, L2, L1, R2 Small cars— \square , R2, L2, \triangle , \triangle , L2, R2, \square

Large tires—□, △, □, △, R1, R1, L2, L2 No graphic textures on cars—L1, R1, L2, R2, L1. R1. L2. R2

Alternate sound effects + announcer-R2, R1, L2, R2, □, △, L1, R1

Passwords

Highlight "Sign In" at the main menu and press Left or Right twice to access the Password option. Enter any of the following passwords to unlock different features:

PWDTST-Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

INTELLIGENT OUBE

Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold L1 + R1 and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

JACKIE CHAN STUNTMASTER

At the main title screen-while the words "PRESS START button" are flashing-press L2, □, △, O, X, R2, R2; you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple. All Dragons Collected

main title screen-while the words "PRESS START button" are flashing-press L1. R2, L2, R2, C, X, X; you'll hear a gong to con firm the code. Now all of the levels-including the secret Shaolin Temple-are unlocked and Jackie appears in his Drunken Master costume.

Secret Video

At the main title screen-while the words "PRESS START button" are flashing—press Left, Right, R1, O, \Box , \triangle , \triangle ; the words "Bonus Movie PRESS X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

KNOCKOUT KINGS 2000

Secret Boxers

From the main menu, select "Career" and enter any of the names below as your boxer's name. Note the spaces in some of the boxer names.

GARGOYLE SHMACKO ROSWELL

TIM DUNCAN MARLON WAYANS MARC ECKO JERMAINE DUPRI ED MAHONE

LEGACY OF KAIN: SOUL REAVER

At any time during the game, press START to pause, then enter any of the following codes for different effects. You'll hear a special sound effect to confirm each code; codes will take effect as soon as you unpause the gam Restore Health-Hold L1, press Down, O. Up.

Lose Health-Hold L1, press Left, O. Up. Up. Down

Max Health-Hold L1, press Right, O, Down, Up, Down, Up

Restore Magic-Hold L1, press Right, Right, Left, △, Right, Down Max Magic-Hold L1, press △, Right, Down,

Right, Up, △, Left All Abilities—Hold L1, press Up, Up, Down, Right, Right, Left, O, Right, Left, Down Fire Reaver-Hold L1, press △, Right, Down,

Aerial Reaver-Hold L1, press X, Right, Up. Up, △, Left, Left, Right, Up Kain Reaver—Hold L1, press X, O, Right, △, Left, Left, Right, Up Force Glyph-Hold L1, press Down, Left, A. Down, Up Stone Glyph-Hold L1, press Down, O. Up,

Left, Down, Right, Right Sound Glyph—Hold L1, press Right, Right, Down O. Up. Up. Down Water Glyph-Hold L1, press Down, O, Up,

Down, Right Fire Glyph-Hold L1, press Up, Up, Right, Up,

Sunlight Glyph-Hold L1, press Left, O. Left, Right, Right, Up, Up, Left

MADDEN NFL '99

Secret Teams and Stadiums
From the main menu, select "Code Entry" and nter any of the following codes: BESTNFC-NFC All Stars team AFCBEST-AFC All Stars team BOOM-Madden '98 team IMTHEMAN—Stats leaders team PEACELOVE-All '60s team BELLBOTTOMS-All '70s team HEREANDNOW-All '90s team TURKEYLEG-Madden All-Time Greats team THROWBACK-75th anniversary team GEARGUYS-NFL equipment team WELCOMEBACK—'99 Cleveland Brown INTHEGAME-EA Sports team EA STADIUM—EA Stadium DOGPOUND99-Old stadium in Cleveland THEHOGS-RFK stadium NOTAFISH—Old stadiumin Miami SOMBRERO-Old stadium in Tampa Bay FOR RENT-Old stadium in Houston **OURHOUSE**—Tiburon Sports Complex STICKEM—Old stadium in Oakland

MADDEN NFL 2000

Enter these codes at the "Secret Codes" "System Options." You will receive confirmation each time a correct code is entered.

PAINFUL-More injuries ROLLERGIRL—Fumblerooski PICKEDOFF-Prime time EXPRESSBALL-No interceptions PRONG -Super jump S M A C K D O W N-Super stiff arm FIRSTIS20-20 yards to first down REFISBLIND-Blind referee MINIM E-David Vs. Goliath OBINTHECLUB-The OB is in the club VERTIGO-Ball camera WILDWEST-Dodge City: Old West Sta-

X M A S G I F T-Xmas Rush Stadium COTTON CANDY-Tiburon Bros. Stadium WEPUTITTHERE—Tiburon Stadium ITSINTHEGAME-EA Sports Stadium MOJOBABY—All '60s team LOVEBEADS-All '70s team

OWBOYS—Fantasy Team: Marshals INTHEFUTURE-Fantasy Team: Industri-

1 5 M O R E M I N-Great Game 1: '81 Dol-

BUILDMONKEYS-Great Game 1: '81 Chargers GAMMALIGHT-Great Game 2: '76

Raiders HACKCHEESE-Great Game 2: '76 Patri-

TUNDRA-Great Game 3: '97 Packers EARTHPEOPLE—Great Game 3: '97 Broncos

CHICKIN—Great Game 4: '85 Dolphins DOORKNOB-Great Game 4: '85 Bears PROFSMOOTH-Great Game 5: '90 Gi-

SPOON—Great Game 5: '90 Bills KAMEHAMEHA-Great Game 6: '86 Brown

B L U E S C R E E N-Great Game 6: '86 Bron

CALLMESALLY-Great Game 7: '88 Nin-PTOMINFOGET-Great Game 7: '88 Ben-

DONTGOFOR 2-Great Game 8: '72 Steel-

GETMEADOCTOR-Great Game 8: '72

STEAMPUNK-Great Game 9: '95 Steelers PREDATORS-Great Game 9: '95 Colts

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select

. For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold Up on the D-pad for three seconds and press an action button before releasing Up.

• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold Down on the D-pad for three seconds and press an action button before releasing Down.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any dif-ficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

 Dr. Doom—Press Down, Down, then press and continue to hold X, then O, then R1 (you should still be holding X and O when you press R1)

· Thanos-Press Up, Up, then press and continue to hold L1, then △, then □ (you should still be holding L1 and △ when you press □ To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

 Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold X then O, then R1 (you should still be holding Down + X + ○ when you press R1)

. Thanos-Press Up, Up and continue to hold Up on the second press; wait three seconds, then press and continue to hold L1, then \triangle then (you should still be holding Up + L1 + △ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters At the character-select screen, follow the in-

structions below to select alternate versions of certain characters: · Armored Spider-Man-Highlight Spider-

Man, hold SELECT and press any action but-

U.S. Agent-Highlight M. Bison, hold SE-LECT and press any action button
• Shadow—Highlight Dhalsim, hold SELECT

and press any action button · Mephisto-Highlight Omega Red, hold SE-

LECT and press any action button · Mecha-Zangief-Highlight Blackheart, hold SELECT and press any action button

Dark Sakura—Highlight the Hulk, hold SE-LECT and press any action button

· Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner EX Option Menu

From the main menu, select "Option." Next, press R1, O, Left, A, A very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay

MARVEL VS. CAPCOM

EX Options

" then hold down SELECT and press START. The hidden EX Option menu will ap-

MEDAL OF HONOR

Secret Codes

Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after inputting a correct code

Secret Screen 1-COOLCHICK Secret Screen 2—A J R U L E S Secret Staff Photo Gallery—D W I G A L L E R

Secret Team Gallery—D WIMOHTEAM Captain Dye Mode—CAPTAINDYE Nifty Multiplayer Power-ups-D E N N I S M O

Temperamental Tocsin—BRADALARM Wireframe Mode—TRACERON 4x Firing Rate—I C O S I D O D E C Reflecting Shots-G O B L U E Unlimited Ammo—B A D C O P S H O W Audie Murphy Mode-MOSTMEDALS Unlock Mission 1 in the Gallery-I N V A S I O

Unlock Mission 2 in the Gallery-BIGGRET

Unlock Mission 3 in the Gallery-D A S B O O

Unlock Mission 4 in the Gallery-STUKA Unlock Mission 5 in the Gallery—K O M E T Unlock Missions 6 and 7 in the Gallery—T W O SIXTWO

Unlock Victory! in the Gallery-VICTORYD

Unlock Mission 2-7 FRSTOREN Unlock Mission 3-BOOTSINKT Unlock Mission 4-S ENFGAS Unlock Mission 5-5 CHWERES Unlock Mission 6—5 I C H E R U N G Unlock Mission 7—G E S A M T H E I T Unlock Rosie in Multiplayer-W E C A N D O I

Unlock Kurt in Multiplayer-E VILKURT Unlock Jens in Multiplayer-INTHENAVY Unlock Johan in Multiplayer-TIREDJOH

Unlock Jürgen in Multiplayer-D A S B O O T Unlock Manfred in Multiplayer-M A N L Y M

Unlock Karl in Multiplayer—S C A R Y K A R L Unlock Felix in Multiplayer—H O O D D O W N

Unlock Von Braun in Multiplayer-R O C K E T MAN Unlock Ernst in Multiplayer-ARTCRITIC

Unlock Egon in Multiplayer—C O O L S H A D Unlock Wolfgang in Multiplayer-H O O D U

Unlock Müller in Multiplayer-BIGFATMA

Unlock Winston in Multiplayer-FINESTH OUR Unlock Otto in Multiplayer-HERRZOMBI

Unlock Noah in Multiplayer—BEACHBALL Unlock Bismarck in Multiplayer-W O O F W

Unlock Rizal in Multiplayer—I K E A N D K E N

Unlock Panzerknacker in Multiplayer-N U T C Unlock Steven in Multiplayer-S S P I E L B E R

Unlock Will in Multiplayer-PAYBACK Unlock Game Werks Theater in Multiplayer-MACOOCOO Unlock Site Seeing Theater in Multiplayer-S

PYSCHOOL

MEDIEVIL II Cheat Mode

At any time during gameplay, press START to

pause, then hold L2 and press A. O. A. O Left, ○, Up, Down, Right, ○, Left, Left, △, Right, O, Left, Left. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MORTAL KOMBAT 3

Play as Smoke

During the opening demo-anytime after the copyright screen appears-rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing R1 once, △ six times, × six times and ○ nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninia Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode During the opening demo, quickly press X, O, A. R1. R1. R2. R2. R1. R1. You'll hear Shao "You will never win." Now press Kahn say, START: when the stone block appears with the word "KOMBAT" in red, press Up to access a secret cheat menu

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bot-



tom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press X, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without "One Round Match" or "One Hit Match ontions

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

. Player 1: Press Low Punch three times and Low Kick twice

• Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu. Next, select "Options", high Screen Enabled" and hold Run + Block, After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in ne-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.

3) Continue to hold Block + Run until the fight starts

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponen-Combos

3 Hits-High Punch, High Punch, Low Punch 5 Hits-High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits-High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

• Enter "G T T B H R" for infinite lives

. Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory . Enter "CRVDTS" to see the credits from

the end of the game

. Enter "R C K M N D" to see a demo of the rock boss exploding

Stage Passwords Wind Stage—T H W M S B Earth Stage—C N S Z D G Prison Stage—R G T K C S Water Stage—Z V R K D M

Fire Stage—J Y P P H D
Bridge of Immortality—Q F T L W N Qhan Chi's Fortress-Z C H R R Y (With this code in place, you can warp directly to the battle with Quan Chi if you hold the L1 button when you die. If you are holding the LZ button when you die, you will warp to the

battle with Shinnok.)

MOTOR TOON GRAND PRIX Secret Saves

(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the R1 button and press X or O. Instead of loading videos from the memory card, you'll see 20 "Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn

how to become a better racer; press X or O during each video to switch to the standard camera angle.

Secret Ghosts

(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the R1 button and press X or O. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" rideos made by the game's creators. Extra Options

At the main menu, highlight "Options", hold L1 + L2 + R1 + R2 and press X. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

NASCAR '99

Secret Drivers

Choose Single Race from the main menu, then do the following:

. To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press Left, Up, Right, C, X, O, L1, L2, R2, R1 There will be a brief pause and the sound of an engine will follow if entered correctly.

• To race as Davey Allison, select the Tal-ladega track, highlight "Select Car" and quickly press Up, X, Down, R1, Left, O, Right, L2, R2. There will be a brief pause and the sound of an engine will follow if entered cor-

(Day) track, highlight "Select Car" and quickly press R1, R1, R2, R2, □, □, ○, ○, ×, ×. There will be a brief pause and the sound of an en-gine will follow if entered correctly.

To race as Cale Yarborough, select the Darlington track, highlight "Select Car" and ickly press Up, Up, Up, 🗆 🗀 🗀 Left, O, O, Left. There will be a brief pause and the sound of an engine will follow if entered cor-

. To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press Up, R1, Right, O, Down, X, Left, L1, R1. There will be a brief pause and the sound of an engine will follow if entered cor-

. To race as Benny Parsons, select the Richmond track, highlight "Select Car" quickly press R2, R2, L1, L1, L2, L2, R1, R1, R2, L1. There will be a brief pause and the sound of an engine will follow if entered correctly

NASCAR 2000

Unlock Montana Track

At the Race Setup screen, move the cursor to "Select Track" and quickly press L1, L1, R1, R1, L2, L2, R2, R2, ○ within four seconds. The currently selected track will automatically change on the screen.

Unlock Hidden Drivers

At the Race Setup screen, move the cursor to "Select Driver" and input any of the following codes within four seconds. The currently se lected driver will automatically change on the screen

Alan Kulwicki-L1, R1, L2, R2, □, R1, L1, R2, 12,0 Benny Parsons-L1, R2, R1, L2, C, R2, L1, R1,

Bobby Allison-L1, R1, L1, R1, □, L2, R2, L2,

Davey Allison-R1, L1, R1, L1, □, R2, L2, R2,

12,0 Cale Yarborough-L1, L2, R1, R2, C, R1, R2, L1, L2, O

David Pearson-L1, R1, R2, L2, C, R1, L1, L2,

NASCAR RUMBLE All Tracks & More Cars

From the main menu, select "Game Options, then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C 9 P 5 A U 8 N A A" to unlock lots of cars and every track.

NBA LIVE 98

Cheat Mode

At the "User Setup" screen, move the controller icon under the team you wish to play as and press Up or Down until you see the words "Start New." Press X, then enter the word "Secrets" (only the first "S" should be capitalized). A new option called "Secrets" will appear; press O to access it. Now you can enter any of the following cheat passwords; each code opens up a new option at the Secrets menu which can then be turned on or off. (The "Hallowe'en Team" option has several different settings: check 'em out!) These new options can also be saved to the memory card.

Aqua court—Enter "Seaweed Chameleon Team (Home)-Enter "Lizard" Chameleon Team (Away)-Enter "Reptile Hallowe'en Team (Home)—Enter "Scary" Hallowe'en Team (Away)—Enter "Freaky" Player Cloaking Home (selected player is invisible)-Enter "Cloak home"

Player Cloaking Away (selected player is invisible)-Enter "Cloak away Create Player (with) Eyepatch-Enter "Eye-

Create Player (with) Monocle—Enter "Mono-

Create Player (with) EA Toque-Enter

NBA LIVE 99

Secret Teams
Go to the "Rosters" menu and choose "Custom Teams." Select one of the four teams (A through D), enter "EA" as the name of the city, then enter "Europals" as the name of the team. Next, change the name of the city to "Hitmen" and enter one of the following team names to unlock that team:

Coders Earplugs Idlers

Pixels

The game will then ask you if you want to activate the Hitmen Production Team. Choose "Activate Hitmen" and the secret team you requested will be activated. Note that you just repeat the entire process for each hidden team, and that the city and team names are case sensitive (i.e. only the first letter should be large).

NBA LIVE 2000

Unlock Legends Players
From the "Game Setup" screen, press ○ to open the menu. Move the cursor to "Players. then press Right and then X to enter the Create Player screen. Enter any of the names below as the new player's name. Each line lists the name of the real player followed by the first and last name that you must enter to unlock that player, separated by a comma. For example, to unlock Charles Barkley, you must enter your newly created player's first na as MOUND OF and his last name as REBOUND. Note the space between the two words in the first name. Immediately after entering a name correctly, you'll get a message telling you that you've unlocked that player. In order to use unlocked players, you must go to the "Unlock Legends" screen and change their status to "Active."

Bob Pettit—CRASH, BOARDS Dolph Schayes—SET, SHOT Paul Arizin—PITCHIN', PHILLI Bill Sharman—CHARITY STRIPE Bob Cousy-B-BALLS, COOZ Walt Frazier—COOL, CLYDE Harry Gallatin—IRON, HORSE s Reed—SOFT, TOUCH Earl Monroe-MAGIC PEARL Richard Guerin—PLAY, MAKER George Yardlev-YARD BIRD Jerry Lucas-LUCAS, LAYUP Billy Cunningham—LEAPING, KANGAROO Cliff Hagen—HOOK, SHOT Rick Barry—FOUL, SHOT Shawn Kemp—POWER, DUNKER Julius Erving—DOCTOR'S,IN Dominique Wilkins-HIGH, LIGHT Moses Malone—FREE, THROWS Grant Hill-CLASS ACT Karl Malone—MAILMAN, DELIVERS Charles Barkley—MOUND OF, REBOUND John Stockton—JAZZ, MAN Reggie Miller—OUTSIDE, THREAT Lenny Wilkins—PLAYER, COACH Oscar Robertson-BUCKS, BIG O Dave Bing-THE, DUKE Isiah Thomas—BAD BOY,ZEKE Nate Archibald—BIG,TINY Pete Maravich—PASSING,PATROL Larry Bird—CELTICS,PRIDE Robert Parish—CELTIC, CHIEF Dave Cowens—RED, HEAD Tommy Heinsohn—FLAT, SHOT Sam Jones-BANK SHOT Larry Costello—CROSS, OVER Hal Greer-JUMP SHOT Mitch Richmond-LIVE, COVERMAN

George Gervin-CHILLED.ICEMAN Gary Payton—HUMAN,GLOVE Bill Russell—ALL DEFENSIVE Bob Lanier-BIG,FOOT Bill Walton-SHOT, BLOCKER David Robinson—SUPRS, ANIMAL Patrick Ewing—PLAYER, PRESIDENT Jerry West-THE MR., CLUTCH Earvin Johnson-MAGICAL, GUARD James Worthy-BIG GAME Shaquille O'Neal—LITTLE, WARRIOR Elgin Baylor—OFFENSIVE, FORCE Wilt Chamberlain—BIG,GOLIATH John Havlicek—JOHN, HONDO Kevin McHale-SIXTH, MAN Scottie Pippen—COMPLETE, GAME Andrew Phillip-WHIZ.KID Michael Jordan-COME FLY, WITH ME Carlo Braun-HARD. WOOD Walt Bellamy-NO, COMMENT Wes Unseld—GLASS, CLEANER Hakeem Olajuwon-THE DREAM, MACHINE

NCAA FOOTBALL 2000

From the main menu, enter the "Game Op-

tions" screen, then access the "Secret Codes" screen. Input any of the following codes to unlock the corresponding secret team. You'll hear a voice say "it's in the game" each time you enter a correct code. U C K Y-'62 Wisconsin FATIGUES-'86 Miami MONSTERD—'87 Miami SHUTOUT-'91 Miami TOOTALENTED-92 Miami RUNOUTSIDE—'94 Miami GAMEOFCENTURY—'71 Nebraska GOFOR2—'83 Nebraska S T E A M R O L L E R—'94 Nebraska C O R N F E D—'97 Nebraska GREENGANG-'94 Oregon LINEBACKERINT-'86 Penn State ALMOSTNO.1—'94 Penn State PLAYTHEPASS—'73 Alabama GOALLINESTAND—'78 Alabama BLOCKTHATKICK-'85 Alabama REALMENPLAYZONE-'92 Alabama MISSEDCHANCES—'89 Colorado PUTINLARRY-'96 Florida TOMAHAW K—'93 Florida St. GETTHEQB—'96 Florida St. SICEMDAWGS—'82 Georgia NICEPOSE-91 Michigan GOLDPAINT—'46 Notre Dame STREAKOVER-'57 Notre Dame AKETHETIE-'66 Notre Dame LEPRECHAUN-'88 Notre Dame LIFT OF F-'89 Notre Dame S C H O O N E R—'71 Oklahoma S L O W S T A R T—'87 Oklahoma HURTQB—'88 W. Virginia REVENGE-'65 UCLA RESSBOX-67 UCLA LBBRUINS-'88 UCLA FIGHTFORTROY-'62 USC WHITEHORSE-'67 USC NICERUN-'68 USC RALLY-74 USC MVPRUN-'79 USC WILDDOGS—'91 Washington DEJAVU—'75 ASU WOOPIGSOOEY—'69 Arkansas SMARTBACK-'85 Auburn THEPLAY—'82 Cal TEXASFIGHT—'69 Texas INSIDENOUTSIDE—'46 Army MIRACLE-'84 BC TOUCHTHEROCK-'81 Clemson HEDGES—'76 Georgia SPLITVOTE-'97 Michigan BRUTUS-'70 Ohio State S M O K E Y—'97 Tennessee T U R N O V E R—'97 Wash St. LASERREAMS-Tiburon INTHEGAME-EA Sports Cheat Codes From the same "Secret Codes" screen, enter these codes to activate the corresponding cheats: CONTROVERSY—See entire poll BIGSCREEN-Watch intro movie STADSGALORE—All stadiums available MINDREADER-See the CPU's plays TIMEFLIES-Day passes more quickly dur

S C R A M B L E—Gameplay moves faster

B L U E C H I P—Create a player with maximum attributes in the "Create A Player"

STAFFUP-Earn maximum recruiting



cade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STAR WARS: REBEL ASSAULT II

Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, includ-

ing the ending sequence: Easy Difficulty Level—×○×○×△ Medium Difficulty Level— $\times \times \triangle \bigcirc \times \triangle$ Hard Difficulty Level— $\triangle \square \square \square \times \triangle$

STREET FIGHTER ALPHA 3

Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ + R2. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination ap plies even if the button configuration is remapped

Unlock Guile

Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him. Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.

Unlock Evil Ryu

After you defeat Guile, another level will open. Defeat all of the characters in this new vel and the final boss will be Evil Ryu. If you defeat him. Evil Ryu will be selectable in any

Unlock Shin Akuma

After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing L2.

Unlock Arcade Balrog

Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing L2. Unlock Team Battle Mode

Clear the China course in World Tour Mode, or play the game for 16 hours.

Unlock Survival Mode

Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours Unlock Dramatic Battle and Final Battle

Clear Arcade mode on the hardest difficulty

STREET FIGHTER EX2 PLUS

Unlock All Hidden Characters
At the "Mode Select" screen, move the cursor

to "Bonus Game," then press SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SE-LECT, Left, SELECT, SELECT, SELECT, SELECT, **SELECT**. A message will immediately appear after entering it correctly. Unlock All Bonus Games

At the "Mode Select" screen, move the cursor to "Bonus Game," then press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT. A message will immediately appear after enterng it correctly.

Unlock Maniac Mode

At the "Mode Select" screen, move the cursor to "Practice" then press SELECT, SELEC SELECT, SELECT, SELECT, Down, SELECT, SE-LECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, Maniac Mode will appear under Practice Mode/Trial Mode. A message will immediately appear after entering it correctly.

Unlock Sample Data

At the "Mode Select" screen, move the cursor to "Practice," then press SELECT, Down, SE-LECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT. The "Sample" option will appear in the pause screen only in Maniac Mode. A message will immediately appear after entering it correctly.

STREET FIGHTER: THE MOVIE

This cheat works in all modes except the "Movie Battle". To do it, you must press Up,

R1, Down, L2, Right, L1, Left, R2 as fast as huanly possible at the character-select screen If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

STREET SKBER

Enter the following codes at the main menu You'll hear a voice say "Yeah!" each time you enter a code correctly.

Right, O, □, Left, □, O, R1, L1—Unlock courses

Right, Right, R1, R2, Left, Left. L1, L2-Unlock

Left, Left, □, Right, Right, O, R1, R1-Unlock

Left, Right, O, □, R2, L1, L2, R1-Unlock Mick Right, O, Left, Left, O, O, □, □-Unlock

STREET SKRER 2

Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.

Unlock all skaters-Left, Left, O, O, L2, □, Right, R2

Unlock all boards-O, O, C, O, C, C, O, R1 Unlock all courses-Left, Right, Left, Right, O, O. R1.

Max Trick Level and Skill Points-L1, . Left,

Left. R2. Left. R1. Left Unlock "Movie" item in main menu-R2, R2, L1, L2, L1, R1, R1, R1

Alternate Clothes Hold L1, L2, R1 as you select a character at the "Skater Select" screen.

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press R1, A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be

NOCRASH-The bikes never crash B 1 G B 1 K 3 S-The bikes are big G 1 4 N T S-Giants on mini-bikes M 3 R C V R Y-Mercury gravity V 3 N V S-Venus gravity M 0 0 N-Moon gravity M 4 R S—Mars gravity JVP1TER—Jupiter gravity 54TVRN—Saturn gravity V R 4 N V S—Uranus gravity N 3 P T V N 3-Neptune gravity PLVTO-Pluto gravity H 0 P-Add hop button M 0 R 3 C 4 M 5-Extra camera modes NOR1D3R5-No riders on bikes H 3 4 D L 3 S S—Headless riders B L O C K M 3-Opponent riders get in your

NOOFFTR4CK-No more off track 1 P P 1 N G 0 K-No more getting reset B 1 G 5 P R 4 Y-Bigger dirt spray

SUPERCROSS CIRCUIT

From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below Big helmets-BIG HELMETS

Headless riders—SLEEPYHOLLOW Invisible bikes-FLOATING

SYPHON FILTER 2

Hard Difficulty

At the title screen, hold Up + SELECT + L1 + R2 + \Box + \bigcirc and press \times twice. If you entered the code correctly, a message will appear when you take control of your character say ing that you're playing on Hard difficulty.

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Map." Next, hold Right + L2 + R2 + \bigcirc + \square and press X. You'll hear a special sound effect if you en-tered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu.

Super Agent

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold L2 + SELECT + O + \Box and press X. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu. Watch All Movies

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold Right + L1 + R2 + O and press X. You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

Galaga Secrets

To continue playing the Galaga loading game many times as you wish, just press th LECT button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the \triangle button gives you rapid-fire. Double Ships

There are two ways to get twin ships in the ini-Galaga game

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the

Method 2: When you first load the game. wait for the PlayStation logo to appear, then hold Up. L1. △ and X on Controller 2 until the Galaga game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a per-fect "40" on all eight waves of the Galaga game without using more than one contin and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter-ego. Play as the Boss

've probably noticed the extra characters that you can earn in Tekken by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo

Kazuya: Hold † on the D-pad Paul: Hold 7 on the D-pad Law: Hold → on the D-pad Jack: Hold > on the D-pad King: Hold ¥ on the D-pad Yoshimitsu: Hold ← on the D-pad Michelle: Hold [™] on the D-pad Heihachi: Hold L1+L2+R1+R2 Lee: Hold L1+L2+R1+R2+ T on the D-pad Kuma: Hold L1+L2+R1+R2+ 7 on the D-pad Wang: Hold L1+L2+R1+R2+→ on the D-pad P. Jack: Hold L1+L2+R1+R2+ w on the D-pad Anna: Hold L1+L2+R1+R2+ → on the D-pad Armor King: Hold L1+L2+R1+R2+¥ on the D-Ganryu: Hold L1+L2+R1+R2+← on the D-pad

nimitsu: Hold L1+L2+R1+R2+R on the D-

This also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in oneplayer mode, you must win Stage 3 with very little energy left; you'll hear the announcer "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks:

· Kazuya's Purple Suit Highlight Kazuya and press START to see his slick purple suit. This works in every game mode except Team Battle and can only be

used by one player in a two-player game.
• Super-Deformed Characters

Hold the SELECT button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

· Punch-Out!! Mode

Hold the L1 and L2 buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic Punch-Out!! arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your oppone

Super Juggle Mode

Hold SELECT and Up on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interest-

TEN PIN ALLEY

Taunt Your Opponent

When your opponent is bowling, wait until the bowling meters appear, then hold L1 + L2 + R1 + R2 on your controller and press △, □, ○ or X; each button corresponds to a differ-

TENCHU: STEALTH ASSASSINS

Press START during the game to pause, then press Left, Left, Down, Down, 🗆, 🗀, 🛆, 🗆 to refill your energy. Increase Item Capacity to 99

At the item select screen, hold L1 and press Left, Left, Down, Down, \square , \square , \triangle , \square Unlock All Secret Ninja Tools

At the item select screen, hold R1 and press Left, Left, Down, Down, □, □, △, O. Increase Item Inventory

At the item select screen, hold L2 and press Left, Left, Down, Down, \square , \square , \triangle , X. Ayame's Sexy Armor At the item select screen, press Left, Left,

Down, Down, □, □, △, O. Enable Japanese Voice-Over At the "Select Stage" screen, hold L1 and press Left, Left, Down, Down, 🗆, 🗅, 🗘, O.

Enable Enemy Layout Selection Screen
At the "Select Stage" screen, Hold R1 and press Left, Left, Down, Down, C, C, A, X. Debug Mode

At any time during the game, press START to pause, then hold L1 + R2 and press Up, △, Down, ×, Left, □, Right, ○. Next, release L1 + R2 and press L1, R1, L2, R2, then press START to unpause. Now you can call up a program mers debug menu at any time during the game by pressing L2 + R2. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

Secret Codes

To enter the following codes, you must first play the game until you earn a spot on the "Hi-scores" screen. (Be sure the "Checkpoints" setting is turned "on" at the "Game Op-tions") menu. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

. Enter your name as "knacked" to access re-

· Enter your name as "whoooesh" to get a Nitro boost from honking your hern (R2 in



the default control configuration)

. Enter your name as "mjcim.rc" for tiny cars · Enter "sausage" to gain access to several

TEST DRIVE 5

Each of the following passwords can be en-tered as your name at the High Score screen in order to unlock different features:

NOLIFE—Enable three bonus cars in Single Race mode

VRSIX—Enable Cop Chase mode R O N E-Unlock all hidden care MTHREE-Unlock all 30 tracks A U X Y R A Y-Access a secret Fear Factory music video for the song "Replica"

TEST DRIVE 6

Enter these codes at the "Enter Your Name" screen under "Race Menu." You'll recieve no special confirmation from the game after entering each code, but each code you enter will be in effect even if you enter you name, then back out all the way to the main menu. Unlock all tracks-ERERTH Unlock all cars-DFGY Freeze time limit—FFOEMIT 6,000,000 credits—AKJGO Unlock all Challenges-POIOP

Unlock "Stop The Bomber"-R F G T R

TEST DRIVE LE MANS

Change your name to any of the names below to get the corresponding effects: Race as the Audi R 8R-M A Y O U Race as the BMW V12 LMR-P O H L I N Race as the Toyota GT-1-PINOU Race as the Spacecraft on a course in space-NAIMAR Race as the Spacecraft-M M 1 Race as the Jet-M M 2 Race as the Mad car-M M 3 Race as the Taxi-M M 4 Race as the Bus-M M 5 Race as the Ice car-M M 6 Race as the Submarine—M M 7 Race as the Hot Dog—H O T D O G Race as the Cheese—FROMAGE Race as the PorkPie-PIE Race as the Pizza—PIZZA

Race as Team Baptiste—B U G G Y 2 Race as Team Ivanov—B U G G Y 3 Race as Team Lumiere-BUGGY4

Race as Team Morgen—B U G G Y 5 Race as Team Roberts—B U G G Y 6 Race as Team Rossi—B U G G Y 7

Race as Team Xu-B U G G Y 8 Alternate "Try Again" screen-JACKPOT

TEST DRIVE OFF-ROAD 2 Unlock All Cars and Tracks

At the main menu, hold SELECT and press L1. Left, L2, Right, L2, Left, L1, L1. Secret Cars

At the transmission selection screen in "Single Race" or "World Tour" mode, enter any of the following codes to play as secret vehicles: School Bus—Hold SELECT, press L1, Up, L2, Down, Down, L2, L2, R2

Ice Cream Truck—Hold SELECT, press R2, L2, L2, Down, Down, L2, L2, R1

Black Widow Truck—Hold SELECT, press R1, L2, L2, Down, Down, Up, L2, L1

TEST DRIVE OFF-ROAD 3

From the main menu, select "Arcade." At the "Name Entry" screen, enter any one of the codes below. You'll hear a bird chirp after en-tering a correct code. You may toggle each cheat code on and off in the "Cheat Menu" screen under the "Options" menu. Note the spaces in some of the codes. Sumo-Style—YOKOZUNA

Stunt Mode-TURN TRICKS All Upgrades—MAD HOOKUP All Divisons—SAD CLOWN All Tracks—LEAD TO ROME All Cheats-ZAKARY X

THRASHER: SKATE AND DESTROY

Secret Character

From the main menu, select "Skate," then se-lect "Roach" as your character. At the character name screen, enter "beesuitguy" as your

During a game, press START to pause, then

hold L1 + R2 and press O. You'll hear a special sound effect. Each time you press O. your score will go up by 5,000 points. You can re-peatedly press O to accumulate large scores.

TIGER WOODS 99 PGA TOUR GOLF

Blow Up Golf Cart

Select "Driving" at the Practice Facility. If you hit the golf cart three times, it will explode.

From the main menu, move the cursor to "New Game," then hold down L1 + L2 + R1 + R2 + Left + O and press SELECT.

From the main menu, move the cursor to "Options," then hold down L1 + L2 + R1 + R2 and press X. You may enter any of the codes below at the "Cheat Codes" screen that ap-

Low gravity-FEATHER

TOMB RAIDER III

Bonus Level

If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked. Secret Room

To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes. Cheat Codes

These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:

· All Weapons, Items & Ammo—L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2. Lara will scream if you've entered the code correctly.

 Level Skip—L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2, Lara will say "No" if you enter the code correctly. · All Secrets-L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.

· Racetrack Key (in Lara's Home)-R2, L2, L2 L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2. Enter this code in Lara's Mansion and you'll get a key that unlocks the

L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, You'll hear Lara wince when you enter this code correctly.

TOMB RAIDER: THE LAST REVELATION

Skip Level

At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold L1 + L2 + R1 + R2 + Up and press △. If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

At any time during the game, press START to pause and enter any of these codes in. The game will automatically un-pause after a cor-rect code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.

100% Health-SELECT, SELECT, O. O. Up, Up,

0% Health-SELECT, SELECT, O. O. Down, Down, SELECT Invincible—SELECT, SELECT, \bigcirc , \bigcirc , \triangle , \triangle , \triangle

Invulnerable to Enemy Bullets—SELECT, SE-LECT, O, O, A, SELECT
HUD Toggle—SELECT, SELECT, O, O, Left,

Right SELECT Max. Weapons-SELECT, SELECT, O. O. L1, L1, R1 R1

Remove Floor—SELECT, SELECT, O. O. SELECT. SELECT, O, O

Complete Mission-SELECT, SELECT, O. O. SE-

Debug Info-SELECT, SELECT, O, O, L2, R2 Camera Cheat-SELECT, SELECT, O, O, R2, R2 Move all objects and enemies by walking—SE-LECT, SELECT, \bigcirc , \bigcirc , SELECT, SELECT, \triangle , \triangle ve all objects except enemies—SELECT, SELECT, O. O. SELECT, SELECT, C.

Display movement boundaries—SELECT, SE-LECT. O. O. A. A. C

Run faster—SELECT, SELECT, O, O, C, C, O, O Main Menu Codes

Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the 'Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed

Unlock All Movies-SELECT, SELECT, O, O, L1, L1, L1, L1, L1, L1, L1 Access All Missions-SELECT, SELECT, O. O. L1. L1, O, L1, L1

TONY HAWK'S PRO SKATER

Cheat Codes Enter each of the following codes in the middle of a game. You must press START to pause the game, input the code, and press START again to unpause. After successfully inputting a code and before pressing START for the sec ond time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.

Unlock Levels, Videos, Boards, & Officer Dick-Hold L1 and press O, Right, Up, Down, O, Right, Up, [

All stats at 10-Hold L1 and press . A. Up. All stats at 13-Hold L1 and press X, C, C, A

Up, Down Unlock Levels-Hold L1 and press △, Right,

Up, □, △, Left, Up, □, △ Unlimited Special-Hold L1 and press X, △, ○,

Down, Up, Right Big Head Mode—Hold L1 and press . O, Up, Left, Left

Unlock "Skip to Restart" in pause menu-Hold L1 and press □, O, X, Up, Down
Slow Motion Mode—Hold L1 and press □,

Left, Up, C, Left Unlock Private Carrera

First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press START to pause the game, then hold L1 and press \triangle , Up, \triangle , Up, \bigcirc , Up, Left, \triangle . Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick.

TRICK'N SNOWBOARDER

Resident Evil Snowboarders

At the title screen, press \triangle , \triangle , \times , \times , \square , \bigcirc , \square , \bigcirc . O. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press L2 or R2 to access Leon, Claire or a Zombie character from the Resident Full series

TRIPLE PLAY '98

Commentary/Crowd Codes

Enter any of the following codes during actual gameplay to control the announcers and

Game Commentary-Hold L1 + L2 + R1 + R2 Weather Commentary-Hold L1 + L2 + R1 +

R2 and press O, X, O Commercials-Hold L1 + L2 + R1 + R2 and

Cheering Crowd—Hold L1 + L2 + R1 + R2 and press Down, X, Down, X, A

Booing Crowd-Hold L1 + L2 + R1 + R2 and press Down, X, Down, X, X Secret Team

At the team-select menu, press L2, R2, L2, R2, O. Now cycle through the available teams until you find the EA Sports "Dream Team." Secret Stadiums

Choose the "Stadium Select" option after picking your teams, then-when the list of stadiums appears—press L1, R1, L1, R1, D. Now press Right untill you see three "Mys-tery" stadiums: "The Cornfield," "Ebbetts Field" and "Polo Grounds.

TRIPLE PLAY 99

Secret Stadiums

At the "Controllers" screen, press
and access the "Stadium Select" option. When the list of stadiums appears, press L2, L1, R1, R2, L1, R1, R2; you'll hear a voice say, "Triple Play 99." Now scroll to the right and you'll find three "secret" stadiums: Ancient Rome, Neo-Vancouver and Anytown, USA.

TRIPLE PLAY 2000

Secret Team

At the team select menu, press Right, Left, Right Left Right Left Right Left Right Left Right on the D-pad. The top-secret "EA Dream Team" will appear; all of its members have weird graphic features or superhuman abilities

Camera Control

During a game, hold L1 + L2 + R1 + R2 and press Right, Left, Up, Down, Right, Left. Now you can control the camera with the D-pad and buttons to look anywhere in the stadium Easy Home Run

In the middle of the game, before a pitch, hold L1 + R1 + L2 + R2 and press \triangle , \square , \triangle , \bigcirc , X, \(\subseteq\), Left, Right. You'll hear a "thump" sound effect if performed correctly. The next time the current batter makes contact, he will automatically hit a home run.

Easy Strikeout In the middle of the game, before a nitch hold L1 + R1 + L2 + R2 and press Up. Down, \triangle , \Box , \triangle , \bigcirc , X, \Box . You'll hear a "thump" sound effect if performed correctly. Use \bigcirc to throw a ball and you'll automatically strike

the batter out.

In the middle of the game, hold L1 + R1 + L2 + R2 and press any of the following button combinations to force the commentators to say something about a specific subject. You'll hear the same "thump" sound effect after en tering each code.

Left, □, Up, △—Current batter Up, △, Right, ○—Historical events X, Down, A, Up—Current weather Down, X, Right, O—Trivia

TRIPLE PLAY 2001

Triple Play Dream Team

From the main menu, select "Single Game." Then, when you reach the Team Select screen, press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, You'll hear a special sound effect, a voice will say "Triple Play Baseball!" and the currently selected team will change to the Triple Play Dream

TWISTED METAL 4

Secret Passwords

From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code.

God Mode-Down, Left, L1, Left, Right Unlock Minion—△, L1, L1, Left, Up Unlock Sweet Tooth—START, R1, Right, Right

Unlock Crusher-Down, R1, Right, R1, L1 Unlock Moon Buggy-START, △, Right, L1, START

Unlock RC Car—Up, Down, Left, START, Right Unlock Super Auger—Left, ○, △, Right, Down Unlock Super Axel—Up, Right, Down, Up, L1 Unlock Super Thumper—○, △, START, ○, Left Unlock Super Slamm—Right, L1, START, ○, START All items are Napalms—Right, Left, R1, Right, O Unlimited special weapons—△ L1. Down. △ Up CPU attacks only you-Right, △, Right, △, L1

UM JAMMER LAMMY

Sound Test

If you uncover all of the chocolate pieces at the stage select menu, you'll find a new op-tion called "Special" at the main menu; it's a sound test menu that allows you to listen to any song from the game while you watch Milk Can perform. Press L1, R1 or any of the four main action buttons to trigger a special move for each of the performers

URBAN CHAOS

Unlock All Levels

At the main menu, make sure the cursor is not on "Options," then hold R1 + L1 + SELECT and press START. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you en-



tered the code correctly. Extra Weapons

At any time during gameplay, hold down -+ O + △ + × and press Right. Each time you do this, weapons will appear around you to pick

V-RALLY 2: NEED FOR SPEED

Unlock Everything
From the main menu, select "Game Options. Next, select "Game Progression." Then, press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X + SELECT. You'll hear a buzzer sound effect if you input the code correctly. Now you'll be able to unlock any part of the game shown on this screen by pressing X at the corresponding box.

VIGILANTE 8: 2ND OFFENSE

From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press L1 + R1 at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press X again mediately after entering the code. Faster firing rate—RAPID_FIRE Slower gameplay—GO_SLOW_MO Higher suspensions—JACK_IT_UP Faster cars—MORE_SPEED Heavier cars-GO_RAMMING Quick start in Arcade Mode—QUICK_PLAY Play alone in Arcade Mode—HOME_ALONE No gravity—NO_GRAVITY Big wheels—GO_MONSTER Watch all endings—LONG_MOVIE No wheel attachment icons—DRIVE_ONLY Super missiles—BLAST_FIRE Attract enemies—UNDER_FIRE same cars in multi-player-MIXED CARS Unlock Original Vigilante 8 Levels At any time during gameplay, press START to pause the game. Press the OPEN on the PlayStation console and replace the Vigilante 8: 2nd Offense game disc with the original Vigilante 8 game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original Vigilante 8.

WARCRAFT II: THE DARK SAGA

Cheat Passwords

Press START to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again. NTTCLNS—Instant mission victory YPTFLWRM—Instant mission loss TSGDDYTD-Enable "god mode" GLTTRNG-Extra gold HTCHTXNS-Extra lumber V L D Z-Extra oil VRYLTTL-Extra magic Mana D C K M T—Upgrades N S C R N—Show entire map M K T S-Fast building THRCNBNL-Instant scenario victory N V R W N N R-Game never ends Tides of Darkness: Human Passwords HLLBRD-Mission 1

MBSHTM—Mission 2 HSTHSH-Mission 3 TTCKNZ-Mission 4

HTLBRD-Mission 5 DNLGZ-Mission 6 GRMBTL—Mission 7

YRHND-Mission 8 BTTLTD-Mission 9 PRSNRS-Mission 10

BTRYLN-Mission 11 BTTLTC-Mission 12

SSITNB-Mission 13 GRTPRT—Mission 14

Tides of Darkness: Orc Passwords Z L D R-Mission 1

RDTHLL—Mission 2 RCSTHS-Mission 3

S S L T N H-Mission 4 RCTLBR-Mission 5 BDLNDS-Mission 6

FLLFST-Mission 7 R N S T N T-Mission 8 RZNGFT-Mission 9 DSTRCT-Mission 10 DDRSSQ-Mission 11

RFTWKN-Mission 4 DRGNSF-Mission 5 NWSTRM-Mission 6 S S F Z R T—Mission 7 55LTNK-Mission 8 DPTMBF-Mission 9 LTRC—Mission 10 YFDLRN—Mission 11

The Dark Portal: Orc Passwords

T M B F S R-Mission 12

S G F D L R-Mission 13

FLLFLR—Mission 14

LLRSJR-Mission 1

T I F R-Mission 2

NDTH-Mission 4

NCMRNT-Mission 3

SHDWSS-Mission 5

FLLFCH—Mission 6

DTHWNG-Mission 7

CSTFBN-Mission 8

HRTFVL-Mission 9

BTTLFH-Mission 10

DNCFTH-Mission 11

BTTRTS-Mission 12

STYRET-Mission 1

SKILEG-Mission 2

THNDRL-Mission 3

The Dark Portal: Human Passwords

DPDRKP-Mission 12 Video Passwords Each of the following passwords will only work if you choose "Enter Password" from

the main menu, not from the pause menu: C L M X—New opening T D P N N G—Tides of Darkness opening HKHZMD-Tides of Darkness: Human Act II NRTHLN-Tides of Darkness: Human Act III RTNTZR—Tides of Darkness: Human Act IV HTDVCT-Tides of Darkness: Human Vic-

R C K H Z M-Tides of Darkness: Orc Act II QLTHLS-Tides of Darkness: Orc Act III T D S F D R-Tides of Darkness: Orc Act IV RCTDVC-Tides of Darkness: Orc Victory DPPNNG-Dark Portal opening DRNRTH-Dark Portal: Human Act II HWRNTH-Dark Portal: Human Act III H M S R F V-Dark Portal: Human Act IV H D P V C T-Dark Portal: Human Victory BRNNGF-Dark Portal: Orc Act II R C G R T S-Dark Portal: Orc Act III

PRLDTN—Dark Portal: Orc Act IV RCDPVC—Dark Portal: Orc Victory

WCW MAYHEM

Secret Passwords Enter any of the following passwords at the Pay-Per-View Password screen: PLYHDNGYS—Hidden wrestlers unlocked CBCKRMS—Special area select

CHT4DBST-Ouest cheat enabled DPLGNGRS-Doppleganger select en-

N G G D Y N L N-Test Case 1 unlocked PLYNTRCLSC—Classic Nitro setting
PRNTMMNTM—Momentum print en-

PRNTSTM N—Stamina print enabled M K S P R C W S-Bionic created wrestlers M S K D L T L R Y-Masked Little Rev Enabled

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SE-LECT: you'll hear a sound to confirm the code. Now you have access to 48 secret characters. Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT to advance through the list (or L1, L2, L1, L2, SELECT to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

Change Body Size
Enter one of the following codes at the char-

acter-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code Big Head-R1, R1, R1, R1, R1, R1, R1, R2, SE-

LECT · Big Head, Hands and Feet-R2, R2, R2, R2, R2, R2, R2, R1, SELECT

• Swelling Head-L1, L1, L1, L1, L1, L1, L1, L2, SELECT (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER

At the title menu-the one that says "Start Game" and "Ontions"-press R1 R1 R1 R1 L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SE-LECT; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT, then press SELECT repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code

Big Head-R1, R1, R1, R1, R1, R1, R1, R2, SE-LECT · Big Head, Hands and Feet-R2, R2, R2, R2,

WHO WANTS TO BE A MILLIONAIRE 2ND EDITION

Reais Gets Anary

R2, R2, R2, R1, SELECT

To hear Regis get annoyed, at the "Enter Your Name" screen, enter any of the names below. Note the spaces in some of the names. Regis will also make some comments if you don't press any buttons at all on this screen.

REGIS REGIS PHILBIN MR PHILBIN DAN BLONSKY MILLIONAIRE PHIL BIN LAURA KAMPO MJ LAROCHE ERIC BURGESS SCOTT PULVER

WIPEOUT XL

Secret Team

At the main menu, hold L1 + R1 + SELECT and press X, X, X, X, O, A, A. The Piranha team will become available at the Team menu. Acress All Tracks

At the main menu, hold L1 + R1 + SELECT and press \square , \bigcirc , \triangle , \bigcirc , \square . Now access the Class and Track menu to find that all of the tracks in each racing class have become available cluding the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold L1 + R1 + SELECT and press \triangle , \triangle , \triangle , \triangle , \bigcirc , \bigcirc , \bigcirc . Infinite Energy
During the game, press START to pause, then

hold L1 + R1 + SELECT and press △, X, □, O, Infinite Time

During the game, press START to pause, then hold L1 + R1 + SELECT and press \triangle , \square , \bigcirc , \times ,

Infinite Weapons

During the game, press START to pause, then hold L1 + R1 + SELECT and press X, X, C, C, O.O. A.

During the game, press START to pause, then hold L1 + R1 + SELECT and press \square , \bigcirc , \times , \square ,

Passwords

Enter the following passwords to access two new Race Type options:

Challenge I -000Δ0Δ0000Δ×0 Challenge II—□○□△○△×□×△△×○

Turn the PlayStation on and hold L1 + R2 + SELECT + START until the copyright screen ap pears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

Secret Codes

Enter the following codes at the "Default Names" screen, under "Options / Game Setup." The entire screen will quickly flash white upon entry of a correct code. WIZZPIG—Unlock all tracks

JAZZNAZ-Unlock Phantom class A VINIT-Unlock more ships THEHAIR—Unlock all Challenges B E B E D E E-Speed Pads are white CANER_W—Unlock prototype courses MOONFACE-Infinite Hyper-thrust

D E P U T Y-Infinite random weapons (press during the game to obtain a new weapon) R II N T Y-Unlock all tournaments G E O R D I E-Infinite shields and Hyper-

WU-TANG: SHAOUN STYLE Unlock All Characters

At the main menu, press Right, Right, Right, Right Left Left Left CO. C. hear a special sound effect if the code was entered correctly.

Even More Characters

After entering the above code, in Versus Mode you may play as additional characters by holding SELECT and pressing X while the cursor is at any of the original nine characters as shown below. You won't see the new char-

acter until gameplay begins.
Fearmentor—Hold SELECT and press X at RZA Cerith—Hold SELECT and press X at GZA Lecher—Hold SELECT and press X at Ol' Dirty Xin-Hold SELECT and press X at Inspecta

Deck

Bone Gear-Hold SELECT and press X at Raek-

Gasche-Hold SELECT and press X at Masta

Otis-Hold SELECT and press X at Ghostface

Sinensis-Hold SELECT and press X at U-God Hystrix—Hold SELECT and press X at Method

WWF IN YOUR HOUSE

At any time during the game, press the START button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

Invincibility-R2, L1, R2, L2, R1

Charge Combo meter with one hit-R1, L2,

Increase damage of each attack-Up, Up, L1, L2. Down

Decrease damage of each attack—Down, Up, L2, Right, Left

off computer control of opponents-Left, Left, Up. Down, R2

Automatic Superpins-Down, Down, Down, Down, L1 (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)

Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above cheats, just enter the same code

WWF WRESTLEMANIA: THE ARCADE GAME

At any time during the game, press the START button to pause, then enter any of the fol-lowing cheat codes; the screen will flash to confirm each one:

Invincibility—X, △, R2, Up Stop the Timer—X, \triangle , R2, Left Super Strength—X, \triangle , L2, Down Weaken Opponent—X, △, L2, Right Cancel Active Cheats- O. A. X

At the player select menu, hold the L1 and R2 buttons and press □, X, O, △. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used both. To get around this, have Player 1 enter the code before Player 2 joins in, then press START on Controller 2.

X-MEN: MUTANT ACADEMY

Unlock Everything
At the main menu, quickly press SELECT, Up, L2, R1, L1, R2. You'll hear a special sound effect if you input the code correctly.

XENA: WARRIOR PRINCESS

Invincibility

At the main menu, press Up, Up, Up, O, I, Up, Right, Left. You'll hear a special sound effect to confirm the code.

4x Sword & Armor Upgrades

At the main menu, press \triangle , \square , \triangle , \square , \square , Up, Up, Up. You'll hear a special sound effect to confirm the code.

1942

Stage 04-Medal, Medal, Player's Plane, Enemy Plane

Stage 08-Player's Plane, Enemy Plane, Enemy Plane, Medal

Stage 12-Bullet, Enemy Plane, Player's Plane, Player's Plane

Stage 16-Enemy Plane, Enemy Plane, Bullet, Enemy Plane

Stage 20-Player's Plane, Medal, Bullet, Play-

Stage 24—Bullet, Player's Plane, Medal, Medal Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

A BUG'S LIFE

Passwords Level 2-9 L K K Bonus Level-B L 2 6 Level 3-5 P 9 K

Level 4-6652 Level 5-BKK2

Level 6-2 P L B

Level 7-6562 Level 8-L59B

Passwords Stage 2—B C C B Stage 3-D Q G H Stage 4-H G G F

Stage 5-NBFG Stage 6-K G B F

Stage 7—Q G J J Stage 8-GQHG

Stage 9-FLDP Stage 10-K G Q Q

Stage 11-DLGQ Stage 12—CBHG Stage 13-JBJG

Stage 14-PLDP Stage 15-LFGB Stage 16-DQLD Stage 17-CLPG

Stage 18-DLHD Stage 19-LFQG

ASTERDIDS (Game Boy Color version)

Passwords

Enter these passwords from the "Single Player" option under the main menu. S P A C E V A C—Zone 2

STARSBRN-Zone 3 WORMSIGN-Zone 4

INCOMING-Zone 5 PROJECTX-Unlock Excalibur ship

QRTREATR—Unlock Classic Asteroids. The option to play Classic Asteroids will appear on the main menu

CHEATONX-Unlock cheat menu. Press SELECT in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

BABE AND FRIENDS

Password: Level 2—B 0 B

Level 3-R N 6 Level 4-G 5 M

Level 5-R M 1 Level 6-N 6 W Level 7-TYQ

BATMAN

Sound Test

At the title screen, hold the D-pad in the Up/Right position and press START to access a sound test menu.

BOARDER ZONE

Unlock Time Course 4-1 3 1 0 9 5 Unlock Time Course 5-0 2 0 9 7 1 Unlock Trick Course 5-290771 Unlock Slalom Course 5—3 1 0 1 6 9

THE BUGS BUNNY CRAZY CASTLE

Passwords Level 73-W 3 R 2 Level 74-W 1 F 2

Level 75-X 3 J 2 Level 76-X 1 K 2 Level 77-WEM 2

Level 78-W H C 2 Level 79-XEA2 Level 80-X H O 2

THE BUGS BUNNY CRAZY CASTLE 2

Level 20-U NIT Level 21-SONG Level 22-TYRE Level 23-L O V E

Level 24-NOTE Level 25-JAZZ

Level 26-HELP Level 27-KING Level 28-GIFT

BUGS BUNNY CRAZY CASTLE 3

Garden Password:

Stage 5-STBX4R Stage 10-L 4 B X 4 N Stage 15-4282G8

Hall Passwords Stage 16—G H B 2 4 8

Stage 20-3 9 B V 4 ● Stage 25-7 Y S V G T

Stage 30-V D S 8 G T Basement Passwords Stage 31-Z 8 5 2 4 C

Stage 35-F M X X G I Stage 40-TJXV8K

Stage 45-D S L 2 8 6 Treasury Passwords

Stage 46—8 C L V D J Stage 50—? D L 8 8 9

Stage 55-R 3 L V D R Stage 60-99L8DH Old Castle Password Stage 61—6 Z L X D H

CARMAGEDDON

Secret Password

Enter 0 Z 6 S Z D ♥ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press START to pause, then press SELECT to warp to the end of the current stage

DONKEY KONG LAND II

47 Kremcoins

At the "Select Game" screen, highlight a saved game file, hold Left or Right and press A, B, A, B, A, B repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk.

DRAGONHEART

Stage 2—B C D L S T

Stage 3—D CLTS B Stage 4-LCTBSD Stage 5-CBLSBT Stage 6-TTSCDC Stage 7-SDCDTS

Stage 8-B V D V S C

GAME & WATCH GALLERY

Reset Cartridge Memory
At the title screen, don't press Up, Up, Down, Down, Left, Left, Right, Right. If you do, you'll lose all of your high scores and saved mile-

GAME BOY CAMERA

Play the Space Fever II game until you achieve a score of 2,000 points or more. The next time you play Space Fever II, a new "?" option will appear between the Ball and "DJ" items; shoot this object to play a secret game called Run! Run! Run!; if you win the race, press the A button rapidly to raise the flag at the victory screen. Earning 2,000 points in Space Fever II also changes the function of the "Credits" option: instead of the dancing man. you can now see the real credits sequence. Secret Photos

To reveal the secret "?" photos in Album B. you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):

- . Page B3, photo 1-Shoot at least 60 photos.
- Page B3, photo 2—Delete at least 60 photos.
 Page B3, photo 3—Transfer 15 photos to an-
- other Game Boy Camera using the link cable.
- . Page B3, photo 4-Receive five photos from a Game Boy Camera that shows the male symbol of at the User Name screen
- Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ${\bf Q}$ at the User Name screen.
- Page B3, photo 6-Print at least 30 pictures with the Game Boy Printer.
- Page B3, photo 7-Get a score of 3,000 points or more in the Space Fever II mini-
- · Page B3, photo 8-Get a score of 5,000 points or more in the Space Fever II mini-
- Page 84, photo 1-Get a score of 7,000 points or more in the Space Fever II minigame.
- Page B4, photo 2—Get a score of 500 points or more in the Ball mini-game. • Page B4, photo 3—Get a score of 700 points
- ore in the Ball mini-game · Page B4, photo 4-Get a score of 1,000
- pints or more in the Ball mini-game. . Page B4, photo 5-Get a time of 17 seconds less in the Run! Run! mini-game.
- . Page B4. photo 6-Get a time of 16 seconds or less in the Run! Run! Run! mini-game. Secret DJ Options Each of the following tricks works in DJ mode
- when your character is on the screen:

 If you highlight "SE" and tap Right on the
- D-pad, the song will restart from the beginning. Try tapping Right repeatedly to "stutter" the first note.

 • If you highlight "SE" and hold the D-pad di-
- agonally in the Up/Right position, the music will be temporarily transposed into a higher register. Likewise, if you hold Down/Right, music will change to a lower key. . If you highlight "Tempo" and hold Left on
- the D-pad, the music will play in reverse. Print DJ Music First, connect your Game Boy to the Game

Boy Printer and turn the Printer on. Next, enter DJ mode, press SELECT to access the

"Trippy-H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the START button and press A. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends. Flip the Stamps

When using the "Stamp" function, position any stamp on the photo and continue to hold the A button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the A button at the right time, the stamp will remain flipped over on the screen. Change Speed

At the title screen, hold Up to make Mario dance faster or Down to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing Up or Down.

GAME BOY PRINTER

Secret Message
Press and hold the FEED button when you turn the Game Boy Printer on. You can release the FEED button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GEX: ENTER THE GECKO

Password

Choose "Password" from the main menu and enter the following code:

+++++ 11111 +++++ 4+++

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the B button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold A instead.

GHOSTS 'N GOBLINS Quest 1 Passwords

Level 2-L V K V V V R I

Level 3-0 0 M ♥ ♥ ♥ 1 H

Level 4-P 5 5 ♥ 7 ♥ B 4 Level 5-TJR ♥7 ♥2 h

Level 6-JJT♥7♥7L Final boss-KDCVHVSH

Quest 2 Passwords

Level 1-GNVVKOOH Level 2-G N 1 ♥ 5 0 8 J

Level 3-X 4 3 ♥ 5 0 M R Level 4-L 5 5 H 9 1 1 4

Level 5-D N 7 ♥ 9 3 ♥ 7 Level 6-X N 9 ♥ 9 3 3 3 Final boss-N8C♥K40N

GODZILLA: THE SERIES

Level 2-N C F R G J J B B K Level 3—D M T F L S B F Q M Level 4—P K D J M P L N P S Level 5-KDQLHRNDCN Level 6-D M J M B J R F F R

GRAND THEFT AUTO

Unlock Hidden Characters

Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu





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JAMES BOND 007

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

KLAX (Game Boy Color version)

Passwords

Yellow alien, pillar, pillar, red circle-Wave 1, 6 or 11

Red circle, yellow alien, blue square, yellow

alien-Wave 5 completed Green diamond, yellow alien, green alien,

green diamond-Wave 15 completed Pillar, yellow alien, blue square, pillar-Wave 25 completed

Red circle, red circle, vellow alien, vellow alien—Wave 35 completed

Yellow alien, green diamond, red circle, pillar-Wave 45 completed

Pillar, blue square, blue square, yellow alien-Wave 55 completed

Red circle, green diamond, green diamond, green alien—Wave 65 completed

Green alien, green alien, yellow alien, red circle-Wave 75 completed

Blue square, green alien, green diamond, red circle-Wave 85 completed

Pillar, pillar, green alien, blue square-Wave 95 completed

Pillar, yellow alien, green diamond, green diamond—See the credits

Blue square, pillar, green diamond, green alien—Read the "story of Klax"

Yellow alien, pillar, pillar, green alien-Read the real story of Klax

Green alien, green alien, red circle, blue square—Mini-game (programmers' heads) Red circle, green diamond, blue square, green alien-Mini-game "Snake"

Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

LUCKY LUKE

Stagecoach-Dog, Prospector, Horse, Luke, Horse

Painful Gulch-Dog, Dog, Prospector, Prospector, Luke

Train-Luke, Horse, Horse, Prospector, Luke Saloon-Horse, Prospector, Horse, Prospector, Dog The Prairie-Prospector, Luke, Luke, Dog,

Buffalo-Dog, Horse, Luke, Prospector, Prospector

Ranch-Luke, Horse, Dog, Prospector, Dog Rapids-Horse, Horse, Luke, Dog, Prospector Cheyenne Mountains-Prospector, Dog, Luke, Horse, Dog

Tornado-Luke, Luke, Dog, Prospector, Horse Jail-Dog, Horse, Luke, Prospector, Dog

MEN IN BLACK: THE SERIES

Manhattan-2710 Sewers-1807 Aerodrome-0309 Rooftops-2705 Forest-3 1 0 7 Game ending-1943

Zoom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to make your character fly through the air to any part of the current stage.

Stage Skip

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, press START to pause, then press SELECT: you will be warped immediately to the end of the stage.

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the SELECT and A buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press A. When the the high score table appears, press START; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of Mortal Kombat where you play as Goro and all of your opponents have been given new

MORTAL KOMBAT II

Secret Character: Smoke

When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times usually after uppercuts or cool combos. As soon as you see him, hold Down on the D-pad and press the START button to warp to a battle against the secret ninja character, Smoke. Secret Character: Jade

Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that oppo-nent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

MORTAL KOMBAT 4

Extra Credits

At the difficulty select screen, press Up or Down to change the number of credits displayed at the top of the screen; you can start with up to five. Kombat Codes

At the "Enter Kombat Code" screen just be fore a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press Up to change the symbol in each box. You can also advance through the icons in reverse order by pressing Down. For example, to unlock Reptile as a playable character, enter the code 192-234 as

1) Highlight the first icon box, press Up once 2) Highlight the second icon box, press Up nine times (or Down once).

3) At the third box, press Up twice

4) At the fourth box press Up twice.

5) At the fifth box press Up three times.

6) At the last box press Up four times. You'll get a message to confirm proper entry of each code:

192-234-Unlock Reptile

2 0 5 - 2 0 5—Fight against Reptile 0 0 1 - 0 0 1—Unlimited Run

987 - 123—No power bars

100-100-Throwing disabled

020-020-Blocking disabled

688-422-Dark Kombat

985-125-Psycho Kombat

333-33 -- Randper Kombat

-Computer starts with 1/4 life

7 0 7 - 0 0 0—Player 1 starts with 1/4 life 0 0 0 - 0 3 3—Computer starts with 1/2 life

0 3 3 - 0 0 0-Player 1 starts with 1/2 life

Passwords

Adventure Park-D D M M N N The Living Room!-N N R R G G Volcano Underpass—C C L L R S Mean Streets-JJMPPR Ice Scream—S W W T C H

MARY-KATE & ASHLEY

Passwords

The Case of Volcano Mystery-C B T H P M The Case of the Haunted Camp-G M Q T C K The Case of the Fun House Mystery-LHDDOJ

The Case of the Hotel Who-Done-It-MDGKMQ

NFL BLITZ

Play as the Midway Blitzers-0 6 2 6 7 5 4 5 Play as the Emeryville Eclipse-0 0 6 0 6 7 4 4 Secret Codes

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:

Infinite Turbo-START, START, START, START, START B A A A A Up

No Fumbles-START, START, START, START, B, B. A. A. A. Down

Invisible Receiver-START, START, START, START, B, B, B, A, A, A, Up No Pointer—START, START, START, B, B, B, A,

Start in Overtime-A. A. A. A. A. A. Up

Parking Lot Field—START, START, START, B, B, A A A Down

Space Field-START, START, A, A, Right Night Game-START, START, B. B. A. A. Right

Predator Mode-START, START, START, START, START, B. B. B. B. B. A. Up

ODDWORLD ADVENTURES

When Abe is jumping, press the START button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, dou-bling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing. Passwords

Level 2-0-J C B C M Level 2-1-J M B C C

Level 2-2-J M C C B

Level 2-3-JPCCD Level 2-4-JTCCJ

Level 2-5-STCCS

Level 2-6-SBCCT Level 2-7-TBFCO

Level 3-1-TBKCL

Level 3-2-TBTCB

Level 3-3-TBTDC Final Level-TBTBT

PITFALL: BEYOND THE JUNGLE

The Wilderness—S W N G R B T S Underground Caverns—FLTYWTRS The Volcano-G N G D W N

The Prison 1—SLTHHRNG

The Prison 2-B N G D N S D The Scourge—S W P N G B L W

POKEMON (Red, Blue and Yellow versions)

Celadon "Rocket Game Corner" Tips

Slot Machines—Watching the reels carefully can increase your odds of getting a match. For example, watch for a particular image or number to scroll by, and hit the A button as soon as it appears for each reel. The chances of you lining up another image is fairly high, as long as you don't get dizzy staring at the tiny Game Boy screen. Although it's claimed that the slot machines inside this casino have different odds, watching the reels works on all of them

· Secret Coins-After speaking to the other people in the casino to get coins, you can dis-cover secret coins lying around the floor of the Game Corner by moving around and pressing A.

Evolution Tip

Some Pokémon can only be evolved through the use of elemental Evolution Stones. It is a bad decision to evolve your Pokémon right away, since there may be some attacks it can only learn in its Basic Evolution stage that it would never learn if you evolved it right

Hidden Machine Tips

· Hidden Machines, or HMs, are permanent. If you teach them to one of your Pokémon, they will never forget it; therefore, don't teach weak HM skills like "Cut" to a Pokémon you intend to use as part of your main party.

. HM 01 (Hidden Machine 01): Cut-When you use Cut in a grassy area, you will clear away four squares of grass. Using this method is one way to avoid random encounters with wild Pokémon

Master Ball Tip

The Master Ball is an ultimate Pokéball that can capture any Pokémon instantly. It can only be used once, so don't waste it on a common Pokémon. It should be saved so it can be used to capture Mewtwo or one of the three Legendary Birds.

Fight Mewtwo

In order to fight Mewtwo, you need to gain access to the Unknown Dungeon. You must defeat the Elite Four before the man blocking the entrance will allow you through. Also, you must NOT reset your game after you've beaten it. Wait for the credits to finish, go back to the Start screen by pressing A. Fly to Cerulean city, then use a Pokemon that knows Surf to get to the Unknown Dungeon, which lies to the northwest of Cerulean city. Right before you fight Mewtwo, save your game. That way if you lose or if Mewtwo faints, you can quickly reset the game. You should also do this before fighting other "one-time-only" Pokémon like Zapdos, Articuno and Moltres. When you fight Mewtwo, either use the Master Ball immediately or use sleep attacks and a lot of Ultra Balls.

Quick Experience Gain

If you have a group of strong Pokémon with one weak Pokémon, you can level up your weak Pokemon quickly by letting it share ex-perience with a stronger one. Put the weak Pokémon at the top of the list so it always goes out into battle first. Switch it immediately with a strong Pokémon and the two will split the experience points in half. This is an excellent way to level up Pokémon like Magikarp, which are useless before they evolve.

Rare Candy Tip

Gaining levels by using Rare Candy on your Pokémon is not as effective as leveling up your Pokémon normally. Pokémon who legitimately gain experience improve their statistics more dramatically than Pokemon who only





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used Rare Candy, so it's not a good idea to use a lot of Rare Candy on one Pokemon at once, since it will be weaker than other Pokémon that are the same level

RAMPAGE 2 UNIVERSAL TOUR

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:

1) Enter one of the following as the first character of your password to choose which character you'd like to play as:

B-Curtis

D-Ruby

F—George G-Lizzie

H-Ralph

J-Myukus

K-Pucous

L-Noobus

2) Enter one of the following as the second character of your password to choose which area you'd like to start in:

C-Europe

D-Asia

F-Everywhere else

G-Outer Space

3) Enter any character except 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.

4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password.

9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press A, your password is in place, so just choose "Start Game" to begin.

READY 2 RUMBLE BOXING

Unlock Hidden Boxers Enter any of the following codes below at the main menu. Make sure "Arcade Mode" highlighted. You'll hear a special sound effect after correctly entering a code.

Unlock Kemo Claw-Press Left, Left, Left, Right, Right, Right, Left, Right, Left, Right. Unlock Nat Daddy-Enter the code above, then press Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.

Unlock Damian Black—Enter the code above then press Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left,

THE RUGRATS MOVIE

Train Crash-RVRYFIND Hospital-TQMMY_QK Light Woods—RJDBCVRT Dark Woods—VNGBLJCV Reptar Ride-BJGSMVSF Ancient Ruins-LJTBWOOD

RUGRATS: TIME TRAVELERS

MJNFLFVL-1800s Goldmine F G Y P T L F V—Ancient Egypt VTLVNTIS-Atlantis J V R R V S J C—Jurassic MFDJFVVL—Medieval FVJRYLFV—Fairytale PIRVTFLV—Pirates! CJRCVSLV—Big Top

SPVCFLFV-Outer Space CQQKJFSS-Toy Palace North Wing B V B Y R J C F-Wild West CRVWLJNG-Toy Palace East Wing

PLVYPFNS—Toy Palace South Wing T Q Y B Q X F S-Toy Palace West Wing TRVJNSFT—On the Moon

BVTHTJMF—Crane mini game CFJNSTFR—Bell mini game BVBYGRQW-Shooting mini game WFVNNJNG-Egg mini game PRFSFNTS—Ending

SHAMUS

Cheat Passwords

Enter any of the following passwords to start at the corresponding stage with all keys in ur inventory and 31 lives in reserve: 5 G F 3 S G V 1 V—Level 1: The Laboratory 4 G F 3 S G V 1 T—Level 2: Shadow Studios 7 G F 3 S G V 1 X-Level 3: Abandoned L.A. ubway System 6 G F 3 S G V 1 V-Level 4: The Shadow's Lair Hotel and Casino

THE SMURFS' NIGHTMARE

Hefty Smurf, Brainy Smurf, Handy Smurf-The Hefty Smurf, Cook Smurf, Astrosmurf-The

Mysterious Planet Brainy Smurf, Hefty Smurf, Hefty Smurf—The

Workbench Gone Mad

"Hard" Mode Passwords

Brainy Smurf, Handy Smurf, Hefty Smurf-The Rabbit Race Astrosmurf, Hefty Smurf, Brainy Smurf—The

Hefty Smurf, Cook Smurf, Handy Smurf-The Workbench Gone Mad

SPACE INVADERS (Game Boy Color version)

Classic Mode—CLSS1281999DBM Venus—W W Y X T C 2 N Q W 7 9 V Mars—? W Z 4 V C L N 4 W 8 1 V ? Saturn-WSPZMS08N7H8NF Uranus—CV1?QWKGJ3X8R5 Neptune-HV27RW1GN3Y0R7 Pluto-MV7HRCLH53Z5R9

Chapter 1-Spawn, blank, heart, skull Chapter 2—heart, heart, skull, heart Chapter 3-heart, skull, skull, blank Chapter 4—skull, Spawn, skull, heart Chapter 5-heart, skull, Spawn, Spawn Chapter 6-Spawn, Spawn, heart, blank Chapter 7-skull, Spawn, Spawn, heart "Hard" Passwords

Chapter 1-heart, heart, blank, Spawn Chapter 2-blank, heart, Spawn, heart Chapter 3-Spawn, skull, blank, skull

Chapter 4—heart, Spawn, skull, Spawn Chapter 5—Spawn, heart, blank, Spawn

Chapter 6-skull, skull, Spawn, heart Chapter 7-Spawn, heart, skull, Spawn

STREET FIGHTER ALPHA

To fight Akuma as your first opponent, choose your fighter. Then, when selecting Manual or Auto, hold B + A until the fight be gins. To fight M. Bison instead, hold SELECT + B + A in the same way.

SUMO FIGHTER

Stage 5-3—1 5 5 9 6 5

TARZAN (Disney version)

Note: The following codes are shown in numerical form. To enter them, you must press Up on the D-pad the number of times show for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1.2.6.3), enter the code as follows

- · Highlight the first character of the password, press Up once
- · Highlight the second character, press Up twice
- · Highlight the third character, press Up six
- · Highlight the last character, press Up three

Now press START to lock in the password. The Jungle is my Playground—3 1 2 3 I'm No Second Banana-0 0 4 5 Jungle Legend-1 2 6 3 Go Out on a Limb-6620 Ship Escape-5 4 3 6

TOP GEAR POCKET

Enter the password "YOX - % 7" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Scene 2-PBPP

Scene 4-PJBW Scene 5—W B P

Scene 6-IPWW

Scene 7—JBPJ

Scene 8-WPWP

Scene 9-JJWW

Scene 10-P R W I

Scene 11-BPWW

Ending-WWWW

TRACK MEET

Choose "NEW GAME" at the main menu and enter your name as foll . Enter the name SNAKE to compete against

- Irwin B. Cheetin · Enter REGRUB and you'll face off against
- · Enter the name APPLEII to change some of
- the signs in the background to Apple II logos.

TURRICAN

Cheat Code

At the options screen, press A. B. B. A. B. A. A. B, A, A, B, A, A, B, A, A, then choose the "Cheat" option for infinite energy. (Your energy meter will go down, but you won't die when it runs out.)

TWOUBLE

Granny's House-Hector, Granny, Tweety, Taz, Sylvester Granny's Cellar-Taz, Sylvester, Tweety, Hec-

tor, Granny In the Garden-Sylvester, Tweety, Hector, Taz,

Granny Out in the Streets-Hector, Tweety, Taz,

Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION

F A S T-Unlock "Medium" courses in Arcade

FOOD-Unlock "Hard" courses in Arcade

WACKY RACES

Enter the password "MUTTLEY" to unlock all secret characters and the "Crazy" Cup.

WARIO BLAST

One-Player Game

To play as Wario enter the password 2264. To play Bomberman enter the password 4622. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats

Pause the game and press SELECT 16 times. A cursor will appear in the lower left corner. Hold A and B. then press Left or Right on the D-pad to move the cursor. Press Up or Down on the D-pad to change the numbers.

WHO FRAMED ROGER RABBIT?

Scene 2-DLT3QYBY Scene 3-GPLDMSRC

Scene 4-M M C F G W X J

Scene 5-R G O T V K I P

Scene 6-RTJBWN43

WORLD HEROES 2 JET

Boss Code When the Takara logo appears, press Right, Left, A, B, and Up. Now you can play as the boss. "Jet" Code

At the title screen, press Up, Up, SELECT, A, Down, Down, SELECT, B. Now the gameplay is

WORMS ARMAGEDDON

In the passwords below, each number corre sponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, s is the banana and 6 is the blue worm.

Tools-5226 Egypt-1 2 4 5 Hell-2643 Treehouse-4136 Garden-5 4 1 3 Snow-3 2 6 6 Construction Site-2 2 5 5 Pirate-3 6 3 1

Alien-3644 Circuit-4333 Medieval-6316

WWF WRESTLEMANIA 2000

Championship Passwords

Each of the following passwords will put you only two matches away from the last oppo-nent of the game, Vince McMahon. Last Password for Billy Gunn—P K D Y Last Password for Steve Austin—CTFV Last Password for The Rock-FTD8 Last Password for X-Pac—R C D D

X-MEN MUTANT ACADEMY

At the title screen, press Down, Right, Down, Up, Left, Right, B, A. If you entered the code correctly, you'll see a special message appear. Unlock Apocalypse

At the title screen, press Right, Left, Up, Down, Left, Up, B, A.

YARS' REVENGE

O+OO-Start at any stage

Reader Art Gallery



Armstro MS











Dreamcast tips

AERO WINGS

Unlock Everything

Press L + R at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission. Special Options

Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special op-tions: Player Assist on/off, HUD on/off and Cockpit on/off.

CRAZY TAXI

Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then press L, R, L, R, L very quickly and press A. You'll hear a bicycle ring after pressing A if you entered it correctly. Remember, If the code is not entered fast enough it won't work.

Another Day Mode

At the character selection screen, move the cursor to the character you would like to play as. Press and release R once, then hold down R and press A. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in

No Arrows Mode

From the "Mode Selection" screen, choose ei-ther "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down R + START and press A. Don't let go of R + START until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.

No Destination Mark Mode From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + START and press A. Don't let go of L + START until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + R + START and press A. Don't let go of L + R + START until the word "EX-PERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

Alternate Views and Speedometer

At any time in the middle of a game, plug a controller into port C. On this controller, pressing Y will switch the view to one of the "replay" type cameras like in the game's intro. Pressing B will switch the view to inside the driver's seat, and pressing A will return you to the original view. Additionally, if you press X five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the X button will toggle it on

DEAD OR ALIVE 2

Secret Demo Scene First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode

and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now, you'll see a new demo scene that will appear amongst the others that play after the title screen appears. It will only appear at a specific point in the demo sequence so you'll have to wait a few minutes through the other demos.

DRACONUS: CULT OF THE WYRM

At the title screen, press X. Y. Y. X. X. Y. Y. You'll hear a special sound effect after enter ing it correctly. Then, during gameplay, press START to pause and enter any of the codes

Restore Health—Hold L + R and press Left. Level Skip—Hold L + R and press Down.
Super Code—Hold L + R and press Right.

EXPENDABLE

Secret Codes

Enter each of the following codes during a game as follows: Press START to pause the game, input the code, then press START again to unpause. After successfully entering a code, a confirmation will appear at the bot-tom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code

1st Person View-L, Left, R, Right, X, X, Down, Down, R. L.

Invincibility-Up, Down, Left, Right, X, Up, Down, Left, Right, Y More Grenades—Down, Down, Down, Down,

Down, Up, Up, Up, Up, R

More Lives-A, B, X, Y, L, R, Up, Down, Left, More Credits-A, B, Left, A, B, Right, B, A,

Down, R Level Select—Up, Down, Up, Down, Up, Down, Left, Right, Right, Y

Level Skip-Y, Y, X, X, L, R, Down, Down, Up,

Watch Ending-L, R, L, R, Left, Right, Left, Right, Y. X

FIGHTING FORCE 2

Stage Select

At the title screen, press Left, Up, X, Up, Right, Y. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG

Rainy Weather

Immediately after selecting a track in arcade mode, hold L + R + Down on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

GIGA WING

Unlock All Gallery Images & Stranger From the main menu, select "Gallery." Then, press B, X, Y, B, B, Y, X, B. You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2

Cheat Codes

Before you begin a game, change your name to any of the following ones below. You on't be able to see that you've entered most of these correctly until you start a game. Start with \$500,000-M U C H C A S Start with \$9 999 999-ULTIMATE Start with all weapons-BIGGUNS Start with 99 lives—BIGCATS Unlock all levels—SESAME Infinite energy—INFINITY No police—LAWLESS

Start with infinite Double Damage powerup-DBLWAMMY

Start with infinite invisibility—SCOOBYDO Start with Stun Gun & infinite ammo-

Start with Flame Thrower & infinite ammo-

Blood splats-WOUNDED Max respect for all gangs—ALLFREND All pedestrians are Elvis-ERRHUH Retain weapons even if you get arrested or die-LOSTTOYS

THE HOUSE OF THE DEAD 2

Display Score
At the title screen—when the words "Press Start" appear—press Left, Left, Right, Right, Right, Left, Right, START on the D-pad. When you begin a game, your score will be dis-played at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start At the beginning of any race, hold L before the countdown begins. When you see the

number "3" on the screen, release L and hold R. When "2" appears, release R and hold L. When "1" appears, release L and hold R again. You'll get a four-second boost and a fast start when the race begins.

Cheat Menu

At the main menu, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A new cheat menu will immediately appear.

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press START to pause, then enter any of the following codes for different effects. You may also hold R instead of L in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game.

Restore Health-Hold L, press Down, B, Up, Left, Up, Left Lose Health-Hold L, press Left, B, Up, Up,

Down Max Health-Hold L, press Right, B, Down,

Un Down Un Restore Magic—Hold L, press Right, Right,

Left, Y, Right, Down Max Magic-Hold L, press Y, Right, Down,

Right, Up, Y, Left All Abilities—Hold L, press Up, Up, Down, Right, Right, Left, B, Right, Left, Dow

Fire Reaver-Hold L. press Y. Right. Down. B. Aerial Reaver—Hold L, press A, Right, Up, Up,

Y, Left, Left, Right, Up Kain Reaver-Hold L, press A, B, Right, Y, Left,

Fire Glyph-Hold L, press Up, Up, Right, Up, Y, X. Right Force Glyph-Hold L, press Down, Left, Y,

Down, Up Stone Glyph—Hold L, press Down, B, Up, Left, Down, Right, Right

Sound Glyph-Hold L, press Right, Right, Down, B, Up, Up, Down

Water Glyph-Hold L, press Down, B, Up, Down, Right

Sunlight Glyph-Hold L, press Left, B, Left, Right, Right, Up, Up, Left

MAG FORCE BACING

All Tracks & Vehicles

At the main menu, hold X + Y and press Up, Left, Down, Right, Right, Up, Down, Right. If you entered the code correctly, you'll hear a special sound effect

MARVEL VS. CAPCOM

Secret Characters

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Morrigan-Move the cursor to Zangief, then press

Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Right, Down X

Roll—Move the cursor to Zangief, then press: Left, Left, Down, Down, Right, Right, Down, Down, Left, Left,

Up, Right, Up, Up, Right, Right, X Shadow Lady—Move the cursor to Morrigan, then press:

Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down,

Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down,

Orange Venom-Move the cursor to Chun-Li,

Right Down Down Down Down Left, Up, Up, Up, Up,

Right, Right, Down, Down, Left, Left, Down

Right, Right, Up, Up, Up, Up, Left, Left, Up, X Orange Hulk-Move the cursor to Chun-Li,

Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up, X Gold War Machine—Move the cursor to Zang-

ief then press Left, Left, Down, Down, Right, Right, Down,

Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Right, Right.

Up, Up, Left, Left, Down, Down, Right, Right,

Up, Up, Up, Up, X Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations

ntil the selection cursor stops Anita-START + Light P. + Medium P. + Heavy

Arthur—START + Light P. + Medium P.
Colossus—START + Light P. + Medium P. + Medium K Cyclops-START + Light P. + Medium P. +

Devilot-START + Medium P. + Heavy P. Iceman—START + Medium P. + Medium K.
Jubilee—START + Medium P. + Heavy P. +

Medium K

Juggernaut—START + Light P. + Medium K. Lou-START + Medium P. Magneto—START + Heavy P. + Light K. Michele Heart—START + Light P. + Light K. Psylocke-START + Medium K. Pure & Fur-START + Light K.



Garrett Olson, Paul, MN



Fleming, iff, Ontario Cliff, Copper



Burk Aurbendale, Eric



Dreamcast tips



Heavy P. + Light K. Saki—START + Heavy P Sentinel-START + Medium P. + Heavy P. + Medium K Shadow-START + Light P. + Heavy P. + Medium K Storm-START + Light P. + Heavy P. + Light K. Thor—START + Medium P. + Light K. Ton Pooh—START + Light P. + Heavy P Unknown Soldier-START + Light P

U.S. Agent—START + Heavy P. + Medium K.

Rogue-START + Light P. + Medium P. +

MDK 2

Alternate Costume for Kurt At the title screen, hold L + R and press X, X, Y, X. You won't get any special confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit

Alternate Camera Setting During gameplay, press START to pause, then hold L + R and press B. A. B. A. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Chest Men

At the title screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right. You should hear a low chuckle after pressing Down the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press START to reach the main menu, then press Block + Run (L + R in the default control configuration) simultaneously to access the cheat menu. Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:

-Hold Block + Run, press Up, Up, Up, Up, Left, Left, then press A, B, X, or Y Goro-Hold Block + Run, press Up, then Left, then press A, B, X, or Y

Noob Saibot—Hold Block + Run, press Up, Up, Left, Left, Left, then press A, B, X, or Y View Character Bio Screens

Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the R button. This code works whether you've unlocked a particular movie sequence or not.

NBA 2K

Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu. Unlock Insomniacs Teams—D E V D U D E S Enable Huge Players—MONSTER Enable Micro Players—LITTLEGUY Enable Doughboy Players—D O U G H B O Y Enable Squished Players—S Q U I S H Y Enable Giant Heads—F A T H E A D Enable Big Feet-BIGFOOT Enable Huge Basketball—BEACHBOYS Enable Ouchy Coaches—COACHOUCH Secret Message—HIMOM

NBA SHOWTIME: NBA ON NBC

Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

Left Team's Court-Up + Turbo

Right Team's Court-Down + Turbo Street Court—Left + Turbo Island Court—Right + Turbo Midway Court-Up + Shoot + Pass NBC Court-Down + Shoot + Pass Secret Codes

At the match-up game just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code. (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game un-less both players enter the code. The codes that change the weather only work on out-

door courts. No Hotspots-2-0-1-Up Tournament Mode-1-1-1-Down Show Shot %-0-0-1-Down Show Hotspot—1-0-0-Down Big Heads—2-0-0-Right ABA Ball-2-3-2-Right Team Uniform-4-0-0-Right Home Uniform-4-1-0-Right Away Uniform-4-2-0-Right Alternate Uniform—4-3-0-Right Midway Uniform—4-0-1-Right Snow-1-2-1-Left Blizzard-1-3-1-Left Rain-1-4-1-Left Fog—1-2-3-Up Night Fog—1-2-3-Left Thick Fog-1-2-3-Down Swamp Fog-1-2-3-Right

NFL 2K

Secret Codes Enter any of the following codes at the "Codes" screen from the "Options" menu: LARD—Fat players

S Q U E E K Y-Announcer's voice is higher

pitched and faster
T U R B O—"Turbo" game speed in the Game tions screen becomes selectable D E D M A N—"SloMo" game speed in the Game Options screen becomes selectable S U P E R S T A R S—"Super Stars" team be comes selectable

S C R A W L-Different screen font

NFL BLITZ 2000

Secret Codes

Big Head-2-0-0-Right

At the match-up screen just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Headless Team" code (1 2-3-Right), press Turbo once. Jump twice and Pass three times, then press Right on the D pad. A message will appear to confirm each

Huge Head—0-4-0-Up Team Big Heads—2-0-3-Right Headless Team—1-2-3-Right No Head-3-2-1-Left Big Football-0-5-0-Right Hide Receiver Name-Field: Wet-5-5-5-Right Weather: Clear-2-1-2-Left Field: Muddy-5-2-5-Down Unlimited Throw Distances-2-2-3-Right Super Passing (2-player agreement)-4-2-3-Right No CPU Assistance (2-player agreement)-0-1-2-Down No Random Fumbles-4-2-3-Down

No Highlighting on Target Receiver-3-2-1-

No Punting-1-5-1-Un No Interceptions-3-4-4-Up No First Downs-2-1-0-Up

No Play Selection (2-player agreement)—1-1-5-Left

Invisible 4-3-3-Up

Smart CPU Opponent (in a 1-player game)-3-1-4-Down

Show More Field (2-player agreement)—0-2-1-Right

Show Field Goal %-0-0-1-Down Tournament Mode (in a 2-player game)—1-1-1-Down

Power-up Offense-3-1-2-Up Power-up Defense-4-2-1-Up

Power-up Teammates-2-3-3-Up Power-up Speed (2-player agreement)-4-0-4-

Power-up Blockers-3-1-2-Left Infinite Turbo-5-1-4-Up

Late Hits-0-1-0-Up Super Blitz (2-player agreement)-4-4-4-Un Deranged Blitz (in a 1-player game)—2-1-2-Down

Ultra Hard Blitz (in a 1-player game)-3-2-3-Up

Super Blitzing-0-4-5-Up Hyper Blitz (2-player agreement)—5-5-5-Up Fast Passes-2-5-0-Left Fast Turbo Running—0-3-2-Left Super Field Goals—1-2-3-Left Allow Stepping Out of Bounds—2-1-1-Left
Always OB—2-2-2-Left

Red, White and Blue Ball—3-2-3-Left Unidentified Ball Carrier-5-2-2-Down

NFL QUARTERBACK CLUB 2000

Cheat Passcodes

Enter any of the following cheats at the "Enter Cheat" screen from the main menu You'll hear a ringing sound effect after entering a code correctly

Rugby mode-r g b y Slow motion mode—frrstgmp More fumbles—bttrfngrs More injuries—h s p t l Big football—b c h b l l Jelly football—f I b b r Smoking players—h s n f r Thin players—t t h p c k Fat players-mrshmllw Giant coin at coin toss-b g m n v

Big Head Mode + Unlock Black Box Team Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold L + R and quickly press B, B, X. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

NIGHTMARE CREATURES 2

At any time during gameplay, press START to pause, then hold L + R and press Left, B, X, Left, B, X, Left, B, X, A, X. If you enter the code correctly the "Cheats" menu will immediately appear. Full Health

At any time during gameplay, hold X + Y and press B to restore all your health.

PLASMA SWORD

At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.

Kaede-Move the cursor to Rain, then press Down, Down, Left, Left, Up. Kaede will appear in the upper left corner.

Rai-On-Move the cursor to Byakko, then press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in the upper right corner.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers Enter any of the following passcodes at the

"Name Your Gym" screen when you start a new game in Championship mode. You'll be to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.

RUMBLE POWER-Bronze Class, In Arcade Mode, Kemo Claw is also unlocked.

RUMBLE BUMBLE-Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also

MOSMA!-Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked

POD 5!—Champ Class. In Arcade mode, all boxers are also unlocked. Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a

boxer: R-Championship arena L-Two tier arena R + L-Gym

Change Costume Colors

At the boxer selection screen, press X + Y to change the currently-selected boxer's colors. Change Cornerman's Voice

The cornerman's voice is usually randomly selected, but you can choose it at the boxer selection screen by holding the X button and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

X + Up-Irish accent

X + Left-New York accent

X + Right—African-American accent

X + Down-Hispanic accent

Also, to change the voice to a high-pitched version of the Irish accent, hold L + R + X until you hear a special sound effect.

SEGA RALLY 2

At the title screen, press Up, A, Down, Down Left, Right, B, B, Up. You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the anima tion of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen)

Remove Effects and Backgrounds

At the title screen, press Up, A, Down, Down, Left, Right, B, B, Down. You'll hear a sound effect to confirm. During races, all background objects-like animals and peopleill be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

Invincibility
In the middle of a game, hold L + R and press B on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.

Reader Art Gallery





世 Donald by Donald Satsuma, F



Š Magallan iew, WA



Wilkerson, Springs, CO by Miguel V



Dreamcast tips

At any time during a game, hold L + R and press the X button on the controller plugged into port B. Five items will materalize in front of you. You may repeat this code as many times as you like.

Reduce Enemy Attacks

At any time during a game, hold L + R and press A on the controller plugged into port B. You'll hear a special sound effect and the words "Al Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SONIC ADVENTURE

Hidden Chao Puzzle VMU Game

Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with Sonic Adventure installed. You'll be able to play a hidden VMU game called Chao Puzzle on that controller when you start a

Secret Codes

At the title screen, hold Left + Y. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below: After entering a correct code you'll hear a special sound effect.

Extra energy—A B X X Y A Max. weapons—X A A Y B B Level 2—A A B X Y A Level 3-X A Y A A B Level 4-YYBAXA Level 5-BABXXY Level 6-XAXBYY Level 7-ABXBYB Level 8-YBBAXY Level 9-BYAAXB

Level 10-X A B B A X Level 11-YBYXAB Level 12-XBAXBY

SPEED DEVILS

Enter the following codes at any time during a game. The words "Cheat Code Notification will appear on the screen after entering a correct code

Unlock cars and tracks-B, Right, B, Right, Up, B, Up

Infinite nitro-Down, Up, Down, Up, A, X, A Skip current class (Championship Mode only)—Down, Right, Down, Right, A, X, A
Gain \$100,000 (Championship Mode only)—A Right, A, Right, Up, B, A

STREET FIGHTER ALPHA 3

Play as Shin Akuma

At the character selection screen, move the cursor to Akuma, then hold START and press

STREET FIGHTER III DOUBLE IMPACT

From the main menu of either Street Fighter III or Street Fighter III 2nd Impact, hold L + R, move the cursor to "Option," then press START. Next, without letting go of L + R, press Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right. If you input the code correctly, a new item called "Extra Option" will appear

Unlock All Teams
At the main menu, press Up, Up, Right, Right, Y, Y, Y. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out.

Manual Ball Control

At any time during gameplay, press the START button to pause the game, then press Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R, L. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering the code correctly. Now, after pressing the START button again to unpa you may hold down L + R and press Left or Right at any time to change the direction of the ball.

TEST DRIVE 6

Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code The codes will still be in effect even if you back all the way out to the main menu. Unlock all tracks-ERERTH

Unlock all cars-D F G Y Unlock all Challenges-POIOP Unlock "Stop The Bomber"—R F G T R Freeze time limit-FFOEMIT 6.000.000 credits-A K J G O

TNN MOTORSPORTS HARDCORE HEAT

Enter any of the following codes at the Mode Select screen. You'll hear a special sound ef-

fect after entering a correct code.
Unlock LE-2001—Y, X, Right, Left, Right, Left, Down, Down, Up. Up. Unlock T4 jet aircraft-Left, Right, Down, X,

Random weather in Time Attack-R, X, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y

TOKYO EXTREME RACER

Max Speed Display
In Quest mode, at the "Assist" screen just before beginning a race, press Y and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top

Other Car Mark

In Quest mode, at the "Assist" screen just be fore beginning a race, press L or R to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TONY HAWK'S PRO SKATER

At any time during gameplay, press START to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.

Unlock levels, boards, videos & Officer Dick-Hold L and press B, Right, Up, Down, B, Right, Up. X. Y

Unlock levels-Hold L and press Y, Right, Up, X, Y, Left, Up, X, Y Infinite Special-Hold L and press A, Y, B,

Down, Up, Right Big head mode-Hold L and press X, B, Up, Left, Left

w motion—Hold L and press X, Left, Up, X, Left

Unlock "Skip to Restart" in pause menu-Hold L and press X, B, A, Up, Down Unlock Private Carrera

First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press START to pause, then hold L and press Y, Up, Y, Up, B, Up, Left, Y. Then, exit back out to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer

TOY COMMANDER

While in the middle of a mission, press START to pause the game and enter any of the fol lowing codes. You'll hear a special sound effect when you press the last button of each

Max, Fuel-Hold L. press B. Y. A. X. B. X Repair Toy-Hold L, press A, X, B, Y, A, Y Power-Up Machine Gun-Hold L, press B, A,

Power-Up Special Weapon-Hold L, press X, A, Y, B, A, X

99 Special Weapons-Hold L, press A, B, X, Y, B, A

Unlock All Missions-Hold L, press A, Y, X, B, Y. X

TRICKSTYLE

Cheat Codes Enter the following codes at the "Cheats" screen under the "Options" menu:

TEAROUND-Always win IWISH-Infinite time

TRAVOLTA-Power-up moves (all special moves unlocked) CITYBEACONS-Win everything (all

races unlocked)

INFLATEDEGO-Big heads

VIGILANTE 8: 2ND OFFENSE

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press A twice. Next, press the L and R buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings code, press A again immediately after entering the code.

Unlock all characters-LLA_KCOLNU Maximum stats—LLA_DORTOH Invincibility—ELBICNIVNI Faster firing rate—RAPID_FIRE Slower gameplay—GO_SLOW_MO Higher suspensions—JACK_IT_UP Faster cars—MORE_SPEED Heavier cars—GO_RAMMING Quick start in Arcade Mode—QUICK_PLAY Play alone in Arcade Mode—HOME_ALONE Hover higher—HI_CEILING Unlock original V8 levels-OLD LEVELS No gravity—NO_GRAVITY Big wheels—GO_MONSTER Watch all endings—LONG_MOVIE No wheel attachment icons-DRIVE ONLY Super missiles—BLAST_FIRE Attract enemies-UNDER FIRE Select same cars in multi-player-

MIXED_CARS

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press START. Then move the cursor to Lau and press START. Next, move the cursor to Pai, hold START and press X. Play as the Alphabet Character

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press START. Then move the cursor to Lion and press START. Next, move the cursor to Pai and press START. Select any character to play as and he/she will appear as the alphabet character.

Play as Dural

At the character select screen, press Down, Up, Right, Left, START; Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press START. Then, move the cursor to the next team specified, and press START again. When you press START for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.

Team F.C Sega-France, Chile, South Africa, England, Germany, Argentina.

Team MVP Yuki Chan-Yugoslavia, USA,

Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold START and press A.

WACKY RACES

Cheat Codes

At the beginning of a game, drive into the "Wacky Races" sign, which will be right be-hind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.

All Challenges & Tracks-WACKYGIVEA

All Cars-WACKYSPOILERS All Abilities—BARGAINBASEMENT Super Difficult Mode-CRACKEDNAILS

WILD METAL

Cheat Codes

Enter these codes anytime during gameplay using the D-pad (not the analog joystick): Invincibility—Y, Right, B, Left, X, Down Full health—Down, Down, A, X, B, X All weapons-A, A, Right, Y, A, Right Speed boost-Up, X. Down, B. A. Y Show all Power Core locations—Y, B, A, Left, Down, Down Enemies don't attack-B, Down, A, Down, X,

ZOMBIE REVENGE

Fighting Mode Stage Select

At the Fighting Mode screen, hold START and press A. A stage select screen will appear before the character selection screen. Alternate Costume

At the character select screen, hold START and press B. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



ö Garrett O Paul, MN



Brandon ledo, OH



by Daniel Wilson. Williamsville, IL

GameShark codes





Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Circuit Pro Bowling 2 800132A54-0006 — Maximum Ac-

800132A54-0006 — Maximum Accuracy 80132A68-0006 — Maximum Power 80132A7C-0006 — Maximum Spin

Covert Ops: Nuclear Dawn

80010402-1000 — Infinite Health E001045D-002C + 3001045C-00FF + E001045F-002C + 3001045E-00FF + E0010461-002C + 30010460-00FF + E0010463-002C + 30010462-00FF + E0010465-002C + 30010464-00FF + E0010467-002C + 30010466-00FF + E0010469-002C + 30010468-00FF + E001046B-002C + 3001046A-00FF - Infinite Ammo Handgun E001045D-0031 + 3001045C-00FF + E001045F-0031 + 3001045E-00FF + E0010461-0031 + 30010460-00FF + E0010463-0031 + 30010462-00FF + E0010465-0031 + 30010464-00FF + E0010467-0031 + 30010466-00FF + E0010469-0031 + 30010468-00FF + E001046B-0031 + 3001046A-00FF - Infinite Ammo Machine Gun E0010469-0035 + 30010468-00FF - Infinite Ammo Assault Rifle E0010469-0036 + 30010468-00FF - Infinite Ammo Grenade Launcher

Excalibur 2555 A.D.

D0089E5AF-3FFB + 8007305C0003 — Press R1+L1 to Skip level
D008F4D0-0001 + 801222E8-1000
— Infinite Health-Level 1
D008F4D0-0002 + 80132688-1000
— Infinite Health-Level 2
D008F4D0-0003 + 80125B98-1000
—Infinite Health-Level 3

D008F4D0-0004 + 80125250-1000 — Infinite Health-Level 4 D008F4D0-0005 + 80111578-1000 Infinite Health-Level 5 D008F4D0-0006 + 80125450-1000 Infinite Health-Level 6 D008F4D0-0007 + 80123A08-1000 — Infinite Health-Level 7 D008F4D0-0008 + 801160B8-1000 — Infinite Health-Level 8 D008F4D0-0009 + 80110ABC-1000 - Infinite Health-Level 9 D008F4D0-000A + 8012D944-1000 - Infinite Health-Level 10 D008F4D0-000B + 801323EC-1000 Infinite Health-Level 11 D008F4D0-000C + 80120F5C-1000 - Infinite Health-Level 12 D008F4D0-000D + 800E1F80-1000 - Infinite Health-Level 13

Jumping Flash 2

D004BA4E-FFEF + 80187C64-0006 + D004BA4E-FFEF + 801822F0-0001 + D004BA4E-FFEF + 801EB6EA-0003 + D004BA4E-FFEF+ 801EB6EC-0004 + D004BA4E-FFEF+ 801EB6EE-0002 + D004BA4-EFFEF+ 801EB6F0-0005 + D004BA4E-FFEF + 801EB6F2-0001 + D004BA4-EFFEF+ 80187E64-0006 + D004BA4E-FFEF + 801822F0-0001 + D004BA4EFFEF + 801EB6EA-0003 + D004BA4E-FFEF + 801EB6EC-0004 + D004BA4-EFFEF + 801EB6EE-0002 + D004BA4-EFFEF + 801EB6F0-0005 + D004BA4E-FFEF + 801EB6F2-0001 -L1 + R1 To Enable Extra Al In Options Menu D001534C-0000 + 8001534C-0002 + D001534C-0003 + 8001534C-0005 + D001534C-0006 + 8001534C-0008 + D001534C-0009 + 8001534C-000B + D001534C-000C + 8001534C-000E + D301534C-000F+ 8001534C-0011 Play Only Boss Levels

Legend of Dragoon

5000FF01-0001 + 300BADB0-0000

— Have All Items(everyone)
800BAC5C-05F5 + 800BAC5E-E0FF

—Max Money(everyone)
8005A368-0001 — Save Anywhere(everyone)
50001201-0001 + 300BAD64-00FF

— Have All Goods(everyone)

300BAC64-0063 — Max Star Dust

Legend of Legaia

D007B7C0-0002 + D007B83C-0003 + 8007B83C-0000 —Press R2 for Debug Mode 5000FF02-0001 + 30085908-0000 + 5000FF02-0000 + 30085909-00FF

Vanguard Bandits

—Max Items/Infinite Items

50000308-0000 + 80007606-2400 + 80007600-0001 + 80007602-1680 + 80007608-8511 + 8000760A-0800 + 80007610-852D + 80007612-0800 + 8002143C-1D80 + 8002143E-0800 + 80021440-1570 + 80021442-9602 - Infinite Health 50000D03-0001 + 300B7C94-0000 + 50001103-0001 + 300B7CBB-0010 + 50001E03-0000 + 300B7C95-0063 — All Weapons 50001C03-0001 + 300B7D54-0000 + 50001C03-0000 + 300B7D55-0063 — All Stones 50001303-0001 + 300B7CB4-0001 + 50001303-0000 + 300B7CF5-0063 -All Amulets

Nintendo 64

Kirby 64: The Crystal Shards
DE000400-0000 — Enable Code
800D6F4F-0003 — Infinite Lives
800D6E50-40C0 — Infinite Health
D1098AB4-2000 + 810D6E60-0000
+ D1098AB42-0000 + 810D6E62001E — Hit Z for Max Stars

Game Boy

X-Men Mutant Academy
012B-33C8 + 012B-35C8 — P1: Infinite Health
012B-30C8 + 012B-32C8 — P1:
Max Rage Gauge
0100-30C8 + 0100-32C8 — P1: No
Rage Gauge
0100-33CA + 0100-35CA — P1:
Ultra Quick Win!
012B-33CA + 012B-35CA — P2: Infinite Health
012B-30CA + 012B-32CA — P2:
Max Rage Gauge
0100-30CA + 0100-32CA — P2: No
Rage Gauge

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X-Treme Sports

01C8-FDC8 + 0101-FEC8 -Max Medals 0109-F7C8 + 0109-F8C8 + 0109-F9C8 + 0109-FAC8 + 0109-FBC8 -Max Points

Dreamcast

Evolution 2

57FF79FB000-000F0 — Infinite Cash 42BA10720000-270F + FDE9993D0000-270F — Max HP B20635370000-270F + 886382BA0000-270F -- Max HP Linear 8BC382BA0000-270F + 4F4A10730000-270F — Max HP B46635370000-270F + DA788C650000-270F — Max HP Pepper

Incoming

5B6F61600000-2000 - Infinite Lives 425A01570000-FFFF - High Score

Marvel vs. Capcom 2

9C88C6C9F8FF-FFFF + E2B7D4AA7FFF-FFFF + 7B051F3CF8FF-FFFF + C36B2BC67FFF-FFFF —Unlock All Characters 608B65050000-6363 — Max Expe-CE7BE8560000-0090 — P1 Infinite Health A6435E3D0000-0090 - P2 Infinite Health 9CB004B30000-270F - Infinite **Points** B86635260000-0090 - Infinite Health P1 Partner a 9B88055F0000-0090 - Infinite Health P1 Partner b 886382A90000-0090 — Infinite Health P2 Partner a 75D5DCA50000-0090 — Infinite Health P2 Partner b

Midway's Greatest Arcade Hits Vol. 1 3BE11BD30000-0102 — Inf. Lives P1 (Robotron Only)

25675CD10000-0102 — Inf. Lives P2 (Robotron Only)

9A68356C0000-0200 — Inf. Lives P1 (Defender Only) DB50BC440000-0102 — Inf. Lives P2 (Defender Only) C5D3D8630000-0301 — Inf. Smart Bombs P1 (Defender DB68BC440000-0A03 — Inf. Smart Bombs P2 (Defender Only) 9C08356C0000-0400 — Inf. Lives P1 (Joust Only) 54EF48CC0000-0400 — Inf. Lives P2 (Joust Only) 52FF48C30000-0102 — Inf. Lives P1 (Defender 2 Only) 670B54D50000-0200 — Inf. Lives P2 (Defender 2 Only) 520748C30000-1E03 - Inf. Smart Bombs P1 (Defender 2 Only) 9B3035630000-0301 - Inf. Smart Bombs P2 (Defender 2 Only)

Mr. Driller

607B6B130000-000A — Infinite BCA63ADE0000-FFFF - Infinite 6D1B6B120000-FFFF — High Scor-

South Park Rally

FBCDD3030000-0005 — Infinite Credits D6A846B5FFFF-FFFF — All Cheats And Characters 37A1212D0000-FFFF — Enable All 474A1AA30000-FFFF - All Tracks **Except Gridiron**

Street Fighter III Double Impact

46420CD20000-0064 — Infinite Time (New Gen Only) 84CB9E000000-00A0 — Infinite Health P1 (New Gen Only) CF03F4E70000-00A0 + CF03F4E70000-0001 — Infinite Health P2 (New Gen Only) AAEB4E8B0000-00A0 — Infinite Health P1 (2nd Impact Onlyl) 81BB92190000-00A0 — Infinite Health P2 (2nd Impact Onlyl) 585F6B2C0000-0064 — Infinite Time (2nd Impact Onlyl)

Street Fighter Alpha 3

DA28802F0000-0090 - Infinite Health P1 DA2B802FC070-5033 + DA28802F0000-0001 - One Hit Death P1 9BD80AF80000-0090 - Infinite Health P2 9BDB0AF8C070-5033 + 9BD80AF80000-0001 - One Hit Death P2 C9E3E4080000-0090 — Max Power P1 70CDD30D0000-0090 — Max Power P2 CA1B24080098-967F — Max Exp World Tour Mode 11D4D6BD0098-967F — Max X-Ism Exp World Tour Mode 492ADFE50098-967F — Max Exp For A-Ism World Tour Mode 9938CADB0098-967F — Max Exp For V-Ism World Tour Mode

Super Magnetic Neo

1B1F1FAEC070-5041 + 1B1C1FAE0000-0032 — Extra Zebi Coins BD4E33B20000-0063 - Infinite Lives

Tech Romancer

4CE2124F0000-00F0 — Infinite Funds E88715160000-0000 - No Damage P1 + P2 6B9326C30000-0064 - Infinite Armor P1 82BFC0820000-0064 — Infinite Armor P2 70819E800000-0028 - Max Special Power P1 A95F1C130000-0028 - Max Special Power P2 C8ABAA7A0000-0001 + A91B1C130000-0001 —One Win Needed P1 363969C50000-0001 + A92F1C130000-0001 — One Win Needed P2-

Wacky Races

D27881090000-000A - P1 Inf Tokens-Battle Arena F02DD6170000-0005 — Infinite Retries, Wacky Cup 8E938D7E0000-03FF — Always Have 10 Muttleys



This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishmentsand get some free publicity for your arcade!-contact us by fax at (323) 651-3042 or write to us at TIPS & TRICKS Hi Scores, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in TIPS & TRICKS. Players—show this page to your local arcade owner/operator and spread the word!



3255 W. 4th St • Los Angeles, CA 90020 • (213) 385-9475

GAME	HI SCORE	NAME
Marvel vs. Capcom 2	9,769,489,500	J.R. Rodriguez
Marvel vs. Capcom 2	2,688,846,400	MILTON
Marvel vs. Capcom 2	2,496,700,000	JULIO
Marvel vs. Capcom 2	12 wins	MORRO
Marvel vs. Capcom 2	10 wins	George Posadas
Street Fighter III: 3rd Strike	9,886,700	J.R. Rodriguez
Street Fighter III: 3rd Strike	7,684,800	ADOLFO
Street Fighter III: 3rd Strike	5,248,900	JONATAN
Street Fighter III: 2nd Impact	9,999,900	J.R. Rodriguez
Street Fighter III: 2nd Impact	2,466,600	OZZY

JOHNNY ZEE'S ARCADE

STATION B • Victoria, British Columbia, CANADA • V8R 6S8 • (250) 384-3077

GAME	HI SCORE	NAME
Virtua Cop	4,223,800	KEV
Stargate (pinball)	999,000,000	JET
Star Wars Trilogy (pinball)	2,824,400	TIM
Top Skater (Beginner)	666,803	RAK
Time Crisis (solo)	1,015,240	???
San Francisco Rush (track 1)	2'18"88	Victor
Silent Scope	766,100	Victor
And the second	M Markey Land	5 52440

OUTER LIMITS

3101 North Main Street • Anderson, SC 29621 • (864) 225-1571

GAME	HI SCORE	NAME
Soul Caliber	2:35.23	ABA
Tekken Tag Tournament	2:39.10	вов
Marvel vs. Capcom 2	79,222,830	Zack Webster
Marvel vs. Capcom 2	67,414,742	DRW
Crazy Taxi	\$7,414.00	OGU
Wave Runner (Beginner)	2:27'85	DVP
Silent Scope	72,417 (75%)	Tony Callaham
Mortal Kombat 4	53 wins	вов
Blitz '99 (Overall Record)	354-2	ZEE



8700 NE Vancouver Mall Drive • Vancouver, WA 98621 • (360) 260-3469

GAME	HI SCORE	NAME
Time Crisis II (solo)	783,500	ATK
Silent Scope II	488,500 (94%)	NEJ
Tekken Tag Tournament	34 wins	ТОМ

ALL AMUSEMENT CENTER

201 E. Magnolia Blvd #128 • Burbank, CA 91502 • (818) 557-6558

Street fighter III: 2nd Impact	23 wins	
	23 WIIIS	Michael Parker
Star Wars Racer (Normal)	3:19'529	MMJ
Star Wars Racer (Easy)	3:02'072	MMJ
Star Wars Racer (Hard)	2:42'456	MMJ
Star Wars Racer (Expert)	4:43'768	RBV
Hip Hop Mania Complete Mix	391,332	DJ TRNX
Hip Hop Mania Complete Mix	364,326	DK KRU

SUPER JUST GAMES
557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Gauntlet Legends (Wizard)	Level 99 x 9	Ari Weintraub
Marvel vs. Capcom 2	211 wins	Ari Weintraub
Tekken Tag Tournament	97 wins	Ari Weintraub
Top Skater	549,941	SRB
Marvel vs. Capcom 2	23 wins	JackdaFob
Marvel vs. Capcom 2	17 wins	Floe
人是1000年,1000年		

THE DUNGEON

1371 West Tunnel Blvd • Houma, LA 70360 • (504) 872-1203

GAME	HI SCORE	NAME
Cruis'n Exotica (all tracks)	18:00'10	Wayne Folse
Cruis'n Exotica (Atlantis)	1:26'40	Wayne Folse
Cruis'n Exotica (India)	1:10'84	Wayne Folse
Cruis'n Exotica (Ireland)	1:26'59	Wayne Folse
Cruis'n Exotica (Hong Kong)	1:31'05	Wayne Folse
Cruis'n Exotica (Sahara)	1:14'89	Wayne Folse
Cruis'n Exotica (Holland)	1:38.73	Wayne Folse
Tekken 3 (Yoshimitsu)	1:42'35	Eric Candies
Tekken Tag Tournament	4:05'51	Sean "Candyman"





CIRCUS ARCADE

1201 Paul Bunyan Dr. NW • Bemidji, MN 56601 • (218) 751-7733

GAME	HI SCORE	NAME
Area 51	303,650	Ben Ramsayer
Area 51	292,600	Ben Ramsayer
Area 51	279,750	Ben Ramsayer
Cruis'n Exotica (Alaska)	1:33'31	Terry Kirk
Cruis'n Exotica (Mars)	1:40'28	Terry Kirk
Cruis'n Exotica (India)	1:20'35	Terry Kirk

TIME OUT

201 Lehigh Valley Mall • Whitehall, PA 18052 • (610) 264-8802

GAME	HI SCORE	NAME
Star Wars Trilogy	1,599,800	Brian Slapinsky
Hydro Thunder (NY Disaster)	1:53'29	Jason Banus
Hydro Thunder (Lost Island)	1:40'00	Jason Banus
Marvel vs. Capcom	972,800	Jason Banus
Point Blank (Beginner)	109,135	Frankie Saez
Tekken 3 (Xiaoyu)	2:32.38	Robert Grube
Marvel vs. Capcom	2,935,300	Harry Liu

ALADDIN'S CASTLE 8300 Sudley Road Space F-12 • Manasas, VA 20109 • (703) 330-0174

	HI SCORE	NAME
Hydro Thunder (Lost Island) 1:38'36 JAY Hydro Thunder (Far East) Hydro Thunder (Lake Powell) 2:00'59 CEP Cruis'n World (Germany) 1:39.74 Paul Tholer	1:47'53	CEP
Hydro Thunder (Far East) 1:56'53 PGT Hydro Thunder (Lake Powell) 2:00'59 CEP Cruis'n World (Germany) 1:39.74 Paul Tholer	1:49'03	JAY
Hydro Thunder (Lake Powell) 2:00'59 CEP Cruis'n World (Germany) 1:39.74 Paul Tholer	1:38'36	JAY
Cruis'n World (Germany) 1:39.74 Paul Tholer	1:56'53	PGT
	2:00'59	CEP
	1:39.74	Paul Tholen
Cruis'n World (Italy) 1:41.98 Paul Tholer	1:41.98	Paul Tholen
	A SOME WALL	A Chief
Cruis'n World (Italy)	֡֡֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜	1:47'53 1:49'03 1:38'36 1:56'53 2:00'59 1:39.74

ALL AMUSEMENT CENTER

7888-1 Van Nuys Blvd • Van Nuys, CA 91402 • (818) 756-0550

GAME	HI SCORE	NAME
Tekken Tag Tournament	61 wins	George Alfonso
Tekken Tag Tournament	2:03'00	500
Tekken 3	36 wins	Mark Jingco
Hip Hop Mania (Random Mode)	597,461	Mark Jingco
Hip Hop Mania (Easy)	606,597	Derrick Espinoza
Marvel vs. Capcom 2	70 wins	James Kim
Marvel vs. Capcom 2	9 wins	Lon Casino
Marvel vs. Capcom 2	6 wins	Andrew Go
		Section 1

HI 5 NICKEL ARCADE 1336 Saratoga Ave. • San Jose, CA 95129 • (408) 557-0755

		NAME
Cruisin' Exotica	54 1st Place Medals	Tony Pogue
Hip Hop Mania	389,922	Michael Garcia
Marvel vs. Capcom	823,467,101	Wayne)
Total Vice	187,500	Branden Weber
Tekken Tag Tournament	8 wins	Andy Hong
Top Skater	583,077	"Ravestrike"
South Park (pinball)	214,592,050	Ken Wong

LASER QUEST 224 Bolivar Street • Lexino

Lexington, KY 40508 • (859) 225-1742

GAME	HI SCORE	NAME
Maximum Force	209,750	MBW
Hydro Thunder (Far East)	1:51'49	RPN
Hydro Thunder (Lost Island)	1:41'06	RPN
Hydro Thunder (Arctic Circle)	1:48'59	RPN
Hydro Thunder (Lake Powell)	1:56'18	RPN
Hydro Thunder (NY Disaster)	1:54'96	RPN
Hydro Thunder (Greek Isles)	1:45'99	RPN
Revolution X	1,415,000	MSJ
Gauntlet Dark Legacy (Sorceress)	Level 50	MSJ

FRIAR TUCK'S GAMEROOM 674 River Oaks Drive • Calumet City, IL 60409 • (708) 891-1444

GAME	HI SCORE	NAME
Crazy Taxi	\$83,494.05	JAC
Crazy Taxi	\$83,485.90	JAC
Tekken Tag Tournament	1:31'93	FJA
Tekken Tag Tournament	50 wins	PNP
Tekken Tag Tournament	43 wins	PRK
Time Crisis II (solo)	993,800	7JA
Tetris	999,978	PAS
Galaga	110,480	GGC
		A STATE OF THE PARTY.

TIME-OUT

GAME	HI SCORE	NAME
Point Blank 2 (Beginner)	107,538	George Stowe
Point Blank 2 (Beginner)	82,494	Cody Rhodes
Marvel vs. Capcom	1,129,500	Daniel Maynard
Hydro Thunder (Lost Island)	1:46.683	Christopher Musser
Hydro Thunder (Lost Island)	1:55.03	Larry Hixon
Hydro Thunder (Greek Isles)	1:51.13	Steven Whitehouse
Hydro Thunder (New York Disaster)	2:01.03	Christopher Musser

TIPSQTRICKS

Game Counselor of the Month: GARY RICHARDSON, Midway

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call Tips & TRICKS! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18-or have parental per-



1-900-CALL-3DO (1-900-225-5336)

HOURS: Monday through Friday

9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time) COST: 95¢/minute

989 STUDIOS

1-900-933-SONY (U.S.)

1-900-451-5757 (Canada) HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help

(Canada): 24-hour automated information COST (U.S.): 95¢/minute automated, \$1.40/minute live. \$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card recharge. (Canada): \$1.50/minute for automated hints

1-900-407-TIPS (1-900-407-8477) HOURS: (unknown)

COST: 95¢/minute

ACTIVISION

1-900-680-4468 (U.S.)

1-900-451-4849 (Canada)

HOURS: Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays) COST (U.S.): 99¢/minute

(Canada): \$1.49/minute

AGETEC, INC.

1-900-288-ASCII (1-900-288-2724)

HOURS: 24 hours a day, 365 days a year COST: 95¢/minute

AMERICAN SOFTWORKS CORP.

1-900-CALL-ASC (1-900-225-5272)

HOURS: 24 hours a day COST: 80¢/minute

ATLUS SOFTWARE

1-900-CALL-ATLUS (1-900-225-5285) HOURS: (unknown)

COST: 95¢/minute or \$1.25/minute for live assistance

1-900-680-CLUE (1-900-680-2583) (U.S.)

1-900-677-2272 (Canada)

HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)

COST (U.S.): 99¢/minute for 24-hour pre-recorded information; \$1.35/minute for live help

(Canada): \$1.35/minute

CRAVE ENTERTAINMENT

1-900-903-4468 (U.S.) 1-900-677-4468 (Canada)

HOURS: (unknown)

COST (U.S.): 95¢/minute

(Canada): \$1.50/minute

DREAMWORKS INTERACTIVE

1-900-454-GAME (1-900-454-4263)

HOURS: 24 hours a day, 365 days a year COST: 95¢/minute

1-900-773-4367 (U.S.)

1-900-643-4367 (Canada)

HOURS: 24 hours a day

COST: 99¢/minute

ELECTRONIC ARTS

1-900-288-HINT (1-900-288-4468) 1-900-451-4873 (Canada)

COST (U.S.): 95¢/minute

COST (Canada): \$1.15/minute

FOX INTERACTIVE

1-900-CALL4FOX (1-900-225-5436)

HOURS: (unknown)

COST: 85¢/minute

GT INTERACTIVE

1-900-CALL-2GT (1-900-225-5248) HOURS: (unknown)

COST: 95¢/min.

1-900-454-HINT (1-900-454-4468)

HOURS: (unknown)

COST: 99¢/minute

INTERACT GAMESHARK CODELINE 1-900-773-7427 (U.S.)

1-900-677-4242 (Canada)

HOURS: 24 hours a day, 7 days a week COST (U.S.): \$1.27/minute

COST (Canada): \$1.79/minute

INTERPLAY 1-900-370-PLAY (U.S.) 1-900-451-6869 (Canada)

HOURS: 24 hours a day, 7 days a week COST (U.S.): 95¢/minute

COST (Canada): \$1.25/minute

KONAMI

1-900-896-HINT (1-900-896-4468)

HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)

COST: 95¢/minute for automated help: \$1.25/minute for live assistance

1-900-740-JEDI (1-900-740-5334) (U.S.) 1-900-677-JEDI (1-900-677-5334) (Canada)

HOURS: (unknown)
COST (U.S.): 95¢/minute

COST (Canada): \$1.25/minute

1-903-874-5092 HOURS: Monday through Friday,

10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year

COST: Standard long-distance rates to Texas apply

1-900-737-2262

HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)

COST: 95¢/minute for automated tips; \$1.15/minute for

live assistance

-900-288-0707 (Live assistance, U.S.)

1-900-451-4400 (Live assistance, Canada) 1-425-885-7529 (Power Line—automated tips)

HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)

Sunday 6 AM to 7 PM (Pacific Standard Time) HOURS (Power Line): 24 hours a day

COST (U.S.): \$1.50/minute

COST (Canada): \$2.00/minute

COST (Power Line): Standard long-distance rates to Seattle, Washington apply

1-900-976-HINT (1-900-976-4468)

HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365

COST: 95¢/minute for automated tips, \$1.35/minute for

live assistance

1-900-200-SEGA (U.S.)

1-900-451-5252 (Canada)

HOURS: (unknown) COST (U.S.): 95¢/minute for automated tips,

\$1.50/minute for live assistance COST (Canada): \$1.50/minute

1-900-370-KLUE (1-900-370-5583) (U.S.)

1-900-451-3356 (Canada)

HOURS: 24 hours a day, 7 days a week

COST (U.S.): 95¢/minute COST (Canada): \$1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA

1-900-933-SONY (1-900-933-7669) (U.S.) 1-900-451-5757 (Canada)

HOURS: Monday through Friday, 8 AM to 6 PM (Pacific

Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year

COST (U.S.): 95¢/minute for automated tips, \$1.25/minute for live assistance, \$4.95 for mailed-out tips

COST (Canada): \$1.25/minute

SQUARESOFT

1-900-407-KLUF (1-900-407-5583)

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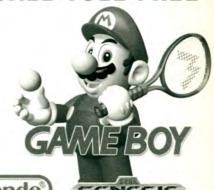
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Joinable Characters

Dio

Do not fight Dio when he confronts you in the beginning of the game if you want him to join your party. You must also stop Frederick Raskin's execution to have Dio stay on your side.

Troi

While in the Mylesia region send any one of your units to the town of Elgorea. When you meet Troi accept his offer to join your army.

Katreda

Send any group to the town of Kinseya in the Gunther Piedmont region and accept her offer to join.

Asnabel

You must complete the scene at Gunther Piedmont with Katreda in your army before Asnabel offers to join your revolution.

Aisha

Aisha is located in the town of Puld in the Audvera Heights region.

Saradin

Saradin will offer to join the revolutionary army after you have completed the Mount Ithaca region.

Ankiseth

You will find Magnus' father in Wentinus during the last scene of Chapter 2. If you follow orders (first choice) you will fight Ankiseth. Make peace with him (second choice) and he will join you.

Meredia

Leia must be in your party to recruit Meredia in the Vert Plateau region.

Europea

In the Vert Plateau region, lead Magnus' group to Fort Hillverich to find Lady Europea.



In Ogre Battle, you can completely control your units' evolution with everything from what equipment they will carry to which characters will be teamed together. Since each unit gains experience points during battle, you can also control how they will



evolve. This, to me, is the best part of the game. As you gain points you can take a regular knight and eventually change him into a black knight.

Soldiers are the basic class and are the only ones to allow you to gain new fighters as they evolve. These are the little guys that don't look all that scary. In order for one of these soldiers to become a fighter, you will need to gain 100 experience points. It also helps if you have extra fighters and amazon equipment in your inventory. Without them, the soldiers will not be able to upgrade.

Use the first chapter in *Ogre Battle* to increase the level of all your characters so that they are all even. Try to gain as many fighters as possible because it will be much harder later in the game. Try not to level up only one or two teams; unlike other role-playing games this will make winning a lot harder.

Training vs. Battles

There are two ways to gain experience points in

Ogre Battle 64. First, you can gain experience points through battles as you advance through the game. With each victory your team can gain between 1 to 40 experience

points per fight. If one of your soldiers is killed during a battle, that one will not gain any points. You will also need to visit a Witches Den if you want to revive them.

The second method is through training. This method can cost you a lot of Goth.

In the early stages of the game the training sessions are fairly cheap, but as you advance it can cost





you over 2000 Goth. With each victory during training your unit can gain between 30-100 experience points. Use training to gain levels quickly to even out your units. The main difference in training is that if a character is defeated, he or she will still be alive when the training session is completed.

Alignment

There are three different alignments in Ogre

Battle: lawful, chaotic and neutral. A lawful unit is easy to maintain. Keep all the lawful characters on the same unit, then continue to fight and gain experience points. Do not mix them with any chaotic characters.

For a chaotic unit, team all the chaotic characters together and keep them 2-4 levels higher than any of your other units. Continue to win as many rounds as possible while killing as few enemies as you can. Watch as their alignments fall!

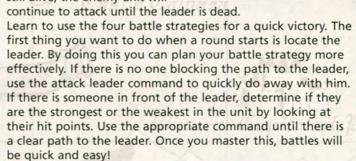
To form a neutral unit you will need to combine lawful and chaotic characters. This will cause the alignment of high lawful characters to go the opposite way. The same goes for the chaotic characters. Watch their levels closely until they become neutral. If a character is still high lawful or chaotic, remove them from the unit.

Battles

During battles you have very limited

input: battle strategy, retreat or elm pedra. Within the battle strategy option you have the choice of four basic attacks: autonomous, attack strongest, attack leader and attack weakest. During battles, try to knock out the leader of the opposing unit. By doing this the rest of the unit will wander aimlessly and will not bother you anymore. If the round ends and the leader is still alive, the enemy unit will





Formations

The formation of characters within a unit will play a big role in the team's effectiveness. Basically you want to have your best-armored characters in the front row. Characters such as a paladin or a cataphract are great front line soldiers because of their heavy armor and ability to carry a shield. When placed in the back rows their attacks become less effective. Classes such as archers and wizards should be placed in the back rows because of their distance attacks and low armor class. You should also keep your priests and clerics in the back rows because they do

not have any attacks at all and are very vulnerable. They are your healing class; as long as they are alive you have a chance of winning the battle. Good luck and have fun!





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Hard Core





Hard Core is a new feature in TIPS & TRICKS where we'll showcase some of the best custom Core designs created by you, our readers, in Agetec's Armored Core series of games for the PlayStation. If you're an Armored Core fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

TIPS & TRICKS Armored Core Designs 8484 Wilshire Blvd. Suite 900 Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of TIPS & TRICKS. As always, overweight or otherwise illegal Core designs get tossed in the trash. Let's get on to this month's batch of new Cores!

Featured Core Design:

Chaos

Designed by: Heath Christopher of Yakima, Washington



Parts

Head: HD-ONE Core: XCL-01 Arms: AN-K1 Legs: LFH-X5X Generator: GBG-XR FCS: TRYX-QUAD Boosters: B-PT000

Back Weapon L: WC-01QL Laser Cannon
Back Weapon R: WC-GN230 Grenade Launcher
Arm Weapon L: LS-1000W Laser Blade
Arm Weapon R: WG-XW11 Laser Rifle
Optional Parts: All but SP-MAW, SP-M/AUTOSP-SAP,
SP-CND-K and SP-ABS/Re

Color Scheme

Desert Pattern/Dark Shadow

Performance

Armor Points: 8,298 Weight: 7,864 Price: 1,227,900

Grade: GREAT

Heath's CHAOS Core sports some of the most powerful weapons in the game, and has the 'quad leg advantage." If you're unfamiliar with this, it means that weapons like the grenade launcher and laser cannon-which require a humanoid leg-equipped Core to fire from a stationary position-can be fired while moving along the ground.



Coupled with the fast movement inherent to quad legs, this is a tremendous boon to CHAOS. Replacing the back-mounted laser cannon with a missile launcher would help to round out this excellent Core even more, adding better long-range fighting ability to the mix. As it is, though, I'd feel comfortable taking CHAOS into battle against most opponents.

Sandata

Designed by: Alexander N. de Guzman of Manila, Phillipines



Parts

Head: HD-HELM Core: XXA-SO Arms: AN-K1 Legs: LN-2KZ-SP Generator: GBG-1000 FCS: TRYX-QUAD Boosters: B-T2

Back Weapon L: WC-01QL Laser Cannon

Back Weapon R: WC-01QL Laser Xannon Arm Weapon L: LS-1000W Laserblade Arm Weapon R: WG-1-KARASAWA Laser Rifle

Color Scheme: Head

Base: Red: 30, Green: 5, Blue: 5 Optional: Red: 35, Green: 10, Blue: 10 Detail: Red: 5, Green: 45, Blue: 5 Joint: Red: 10, Green: 10, Blue: 10

Color Scheme: Core

Base: Red: 30, Green: 5, Blue: 5 Optional: Red: 35, Green: 10, Blue: 10 Detail: Red: 5, Green: 5, Blue: 5

Color Scheme: Arms

Base: Red: 30, Green: 5, Blue: 5 Optional: Red: 35, Green: 10, Blue: 10 Detail: Red: 10, Green: 10, Blue: 10 Joint: Red: 10, Green: 10, Blue: 10

Color Scheme: Legs

Base: Red: 35, Green: 10, Blue: 10 Optional: Red: 30, Green: 5, Blue: 5 Detail: Red: 10, Green: 10, Blue: 10 Joint: Red: 23, Green: 23, Blue: 23

Performance

Armor Points: 6,900 Weight: 76,172 Price: 1,223,200



Grade: GREAT



Our first Core design from outside of North America, Alexander's SANDATA gets the job done. Interestingly, Alexander writes that SANDATA is a Filipino term meaning "weapon." True to its name, this Core is loaded for bear. It's been a while since I've seen a Core with the classic Karasawa laser rifle, which is still the all-around best handheld weapon in the game. The twin back-mounted laser cannons may be a bit much; since humanoid leg ACs have to crouch and fire from a stationary position, these can be a liability in Versus matches, although for Scenario Mode they work just fine. Of course, the quick LN-2KZ-SP legs make SANDATA a very fast Core, and the Karasawa alone is capable of taking down even the most well-armored Core by itself. Alexander prefers using circle- and side-strafing with the laser rifle to soften his opponents before finishing them with the laser cannons. Like CHAOS, I'd advocate swapping out one of the back weapons for a missile launcher if you take this Core into Versus battle.



Hard Core

Warlord

Designed by: Christopher StillDay of Bismarck, North Dakota



Parts

Head: HD-D-9066 Core: XCA-00 Arms: AN-201 Leas: LC-UKI60 Generator: GPS-V6 FCS: QX-21 Boosters: N/A

Back Weapon L: WM-201 Large Missile Back Weapon R: WC-XC8000 Plasma Cannon Arm Weapon L: LS-99-MOONLIGHT Laserblade Arm Weapon R: WG-XC4 Plasma Rifle

Color Scheme

Duck Hunter (Metal Silver pattern pictured)

Performance

Armor Points: 9.052 Weight: 9,493 Price: 565,200

Warlord is a heavy caterpillar-type Core, capable of takingand dealing-huge amounts of damage. Both Plasma weapons do high damage, and Christopher's choice to include a missile launcher helps greatly in Versus battles if the opponent is faster than Warlord (which is practically a given, since this Core moves at a slow crawl). Speed isn't



Grade: GREAT

detrimental, though, since all of the equipped weaponry can hit at a fair distance. The only possible liability for this Core in Versus matches is turning speed; faster Cores like SANDATA could whittle away at Warlord while running circles around it, and there's very little the behemoth can do to stop it. Still, the overpowering armament and chosen weaponry make Warlord a powerful Core.

Blaster

Designed by: Pat Murphy of San Carlos, California



Parts

Head: HD-4004 Core: XCA-00 Arms: AN-25 Legs: LB-4401 Generator: GBG-10000

FCS: OX-9009 Boosters: B-VR-33

Back Weapon L: M118-TD Magazine Back Weapon R: WM-SMSS24 Missile Arm Weapon L: LS-1000W Laserblade Arm Weapon R: WG-HG770 Handgun

Color Scheme: General

Base: Red: 30, Green: 5, Blue: 5 Optional: Red: 35, Green: 10, Blue: 10 Detail: Red: 10, Green: 10, Blue: 10 Joint: Red: 10, Green: 10, Blue: 10

Performance

Armor Points: 9,166 Weight: 7,214 Price: 844,800

There's something to be said for taking an underpowered Core into battle against blatantly powerful opponents...and painting it the most hideous shade of bright neon blue you can muster! In nearly every Versus battle I played while testing Blaster, I was handed chunks of bright blue debris for my efforts. It takes incredible skill (and not a small amount of luck) to come out victorious using just the relatively weak Handgun and basic

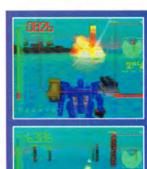
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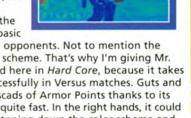
Lucky 7

missiles against laser-equipped opponents. Not to mention the "here I am, shoot at me" color scheme. That's why I'm giving Mr. Murphy the first "Guts!" Award here in Hard Core, because it takes guts to use a Core like this successfully in Versus matches. Guts and lots of skill. Blaster does have scads of Armor Points thanks to its reverse-joint legs, and it's also quite fast. In the right hands, it could be a contender. I'd recommend toning down the color scheme and equipping a Laser Rifle instead of the Handgun.

1 win

Grade: FINE





1 win

Overall 2 wins

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AP 8298	AP 6791	pe
HEIGHT 7864	HE1GHT 5808	be
PRICE 1227900	PRICE 1328600	wi

ink your Core is better than ne we've showcased here in ard Core? Send in your Core esign and a written challenge gainst the Core you think yours in beat. Our Armored Core exerts will go head-to-head in a est-out-of-three Versus match ith your Core and your chosen opponent, and we'll give you

the results right here! This month, Heath Christopher of Yakima, Washington, has challenged Christopher Pantano's Lucky 7, seen in the June, 2000 edition of Hard Core. Here's what Heath has to say about his Core, CHAOS, featured this month: "I know it's not 'Superfine,' but it will wail on that weak AC 'Lucky 7' you printed." Well, that sounds like a challenge to me. Since Christopher can't defend the honor of Lucky 7, I enlisted the aid of Shawn Sodman, winner of a recent Armored Core tournament featured here in Hard Core. Together, Shawn and I played two best-of-three matches. For the first set, Shawn controlled the challenged Lucky 7, while I played as Heath's challenger, CHAOS. For the second set, we swapped

CHAOS 2 wins 2 wins 4 wins Cores to make sure the results were fair. Here are the results. As you can see from the above results, the score of both bestof-three matches was 2-1 in favor of CHAOS. Shawn and I both went into the matches expecting that CHAOS would sweep all six fights because of its AC advantage of about 3,000 points. However, after a few very close fights and a couple of Lucky 7 come-from-behind wins, Shawn and I agreed that despite the results, these two Cores are nearly evenly matched. CHAOS has the armor advantage, but while the quad legs allow it to move while firing its back weapons, they also suck energy at an incredibly rapid rate while flying...so much so that fast movement became difficult at times during the heated battles. Lucky 7 manages energy much, much better, but in the end, the extra armor and firepower of CHAOS won the bulk of the battles. Shawn mentioned that both Cores would benefit greatly by swapping their generators for the GBG-10000, which is lighter and has a faster recharge rate. Lucky 7 may have fared better with a missile launcher on its back instead of the twin laser cannons, which require it to kneel and fire from a stationary position, placing it in extreme danger against a heavy Core like CHAOS. Both Cores were armed with the same laser rifle and laserblade.

Tournament Report



ament Report

TOURING By Jason Wilson & Ara Shirinian

Sponsored by The Official Electrosic Compas Scoreboard Touring Sponsored Tourin

This new monthly column will feature reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in Tips & Tricks Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at Tips & Tricks Tournament Report, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

OTAKON

Otaku Game Tournaments

This year's Otakon (August 4-6 at the Baltimore Convention Center in Baltimore, Maryland) was a great success. With every passing year it seems to draw more and more crazed anime and video game fans to

Baltimore's beautiful Inner Harbor area. T&T was there to bring you the low-down on the biggest and best game room and tournament of any fan convention! This year, the huge video game room kept the mob of hundreds satiated with over 20 27-inch TVs, three huge projection screens and an old-school arcade cabinet showing off the latest Neo•Geo games. Those who were lucky enough to wrestle their way through the sea of gamers got to play some of

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the newest

and coolest domestic and import games, like Armored Core 2, Dance Dance Revolution 3rd Mix, Drum Mania, Jet Grind Radio and many others. The popular Metal Gear Solid 2 trailer was also shown and drew quite a crowd. Many were quite content to sit there and watch it over and over.

Anime conventions are nothing with-





Victor Garbon

room, and this year's competitions were really hot. Drawing participants from hundreds of miles away, the tournaments brought together many more skilled experts than previous years' shows. Here are the results, in no particular order:

Soul Calibur

1st Place—Spencer Brisson (Lorton, VA) 2nd Place—"T" (address unknown)

Saturn Bomberman

1st Place—Louis Peng (Philadelphia, PA) 2nd Place—Jamie Luna (Patehogue, NY

Street Fighter III: 3rd Strike

1st Place—Victor Garbov (New York, NY) w/Gouki 2nd Place—Richard Johnson III (New York, NY) w/Ryu

Dance Dance Revolution 3rd Mix

1st Place—Anthony Kwan (Philadelphia, PA) 2nd Place—Percell Welch (Bronx, NY)

Marvel vs. Capcom 2

1st Place—Perer Talley (Staten Island, NY) w/Spiral, Cable, Sentinel 2nd Place—Jamie Stone (Hempstead, NY) w/Strider

2nd Place—Jamie Stone (Hempstead, NY) w/Strider, Doom, Sentinel



And of course, there are the dedicated, friendly staff and industry guests that help make Otakon a reality!



October 2000

TIPS & TRICKS



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 600 Mhz MMX Pentium III, 128 meg. RAM, 36 Gig. HD, DVD, Windows 2000, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation AND Playstation 2!!; Sega <u>Dreamcast!</u>; Game Boy Pocket, and <u>Nintendo 64!</u> Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games <u>you choose</u>, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

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In the future. For each contest there will be four more puzzles at \$2.00 each and one much tougher final at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

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Word	P	I	N	С	Н	W	Ŗ
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WORD LIST and LETTER CODE chart

PINCHW	PRESSK	BLASTA	WRECKD
BREAKZ	PUNCHS	SPRAYC	TURBOV
STOMPT	STANDR	PRESSE	DREAM O
CRUSHI	SCOREH	SLANTL	CHASEP

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

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B4: U.S. Street Fighter Championships

TEAM USA Rankings

- 1. Alex Valle
- 2. John Choi
- 3. Mike Watson
- 4. Duc Do
- 5. Thao Doung
- 6. Hsien Chang
- 7. Eddie Lee
- 8. J. R. Guitierrez
- 9. Jason Wilson
- 9. Jason De Heras 9. Arturo Sanchez

Street Fighter Alpha 3 results

- 1. John Choi (Santa Clara, CA)
- 2. Alex Valle (Westminster, CA
- 3. Thao Doung (Orange County, CA)
- 4. Eddie Lee (New York, NY)
- 5. Mike Watson (Monterey Park, CA)
- 6. Jason Cole (Oakland, CA)
- 7. Jason Wilson (TIPS & TRICKS)
- 7. Tom Cannon (Sunnyvale, CA)
- 9. Hsien Chang (Austin, TX)
- 9. Don Sneddon (Orange County, CA)
- 9. Martin Vega (Los Angeles, CA)
- 9. Arturo Sanchez (New York, NY)

Marvel vs. Capcom 2 results

- 1. Duc Do (San Bernardino, CA)
- 2. Alex Valle (Westminster, CA)
- 3. J.R. Guitierrez (Alameda, CA)
- 4. Arturo Sanchez (New York, NY)
- 5. Eddie Lee (New York, NY)

Super Street Fighter II Turbo results

- 1. Mike Watson (Monterey Park, CA)
- 2. Alex Valle (Westminster, CA) 3. John Choi (Santa Clara, CA)
- 4. Jason De Heras (Montebello, CA)
- 5. Jason Cole (Oakland, CA)
- 6. Jason Nelson (Sunnyvale, CA)
- 7. Tin Ang (Indianapolis, IN)
- 7. Jabari Bain (Pasadena, CA)
- 9. Jason Wilson (TIPS & TRICKS)
- 9. David Sirlin (Sacramento, CA)
- 9. Jason "APOC" Gonzales (Chicago, IL) 9. James Romedy (San Diego, CA)

Street Fighter Alpha 2 results

- 1. Alex Valle (Westminster, CA)
- 2. John Choi (Santa Clara, CA)
- 3. Thao Doung (Orange County, CA)
- 4. Jason Wilson (TIPS & TRICKS)
- 5. Eddie Lee (New York, NY)
- 6. David Sirlin (Sacramento, CA)
- 7. Kris Patel (Van Nuys, CA)
- 7. Hunter Finley (Sacramento, CA)
- 9. Joe Jennings (Tucson, AZ)
- 9. Rob Ingrim (Orange County, CA)
- 9. Jae Purvis (South Carolina)
- 9. Arturo Sanchez (New York, NY)

Street Fighter III: Third Strike results

- 1. Alex Valle (Westminster, CA)
- 2. Hsien Chang (Austin, TX)
- 3. John Choi (Santa Clara, CA)
- 4. Eddie Lee (New York, NY)
- 5. Mike Watson (Monterey Park, CA)
- 6. Martin Vega (Los Angeles, CA)
- 7. Jason Wilson (TIPS & TRICKS) 7. Mike Devonish (New York, NY)
- 9. Henry Cen (New York, NY)
- 9. Joey Cuellar (Anaheim, CA)
- 9. Arturo Sanchez (New York, NY)
- 9. Ray Teruya Jr. (Portland, OR)

win Galaxies and TIPS & TRICKS Magazine were on hand for the largest Street Fighter tournament in the United States on July 15 and 16 in Folsom, California. An all-expenses-paid trip to Japan was being offered to the top three finalists! Over 100 players made their way to upstate California for ultimate bragging rights...and as a special bonus, the tournament was filmed for an upcoming docu-

mentary about Street Fighter tournaments entitled Bang the Machine. Players drove in from as far away as the east coast and played their hearts out in what could turn out to be the most important tournament of their lives. Team USA's top players were chosen via a point system that awarded points to those that placed in the top five slots overall in each tournament. Representing Japan in the Team USA vs. Team Japan tournament were Alex Valle

of Westminster, California, John Choi of Santa Clara, California and Mike Watson of Monterey Park, California, Special thanks for running a spectacular tournament go to Tom Cannon, Tony Cannon and Jason Marynik; announcers Mark Acero and Ben Cureton and most of all to the folks at JSF Productions and The Game Room for allowing this tournament to take place!

TOURNAMENT CALENDAR

November 17-19, 2000

Florida's Pro Night II

Contact: Billy Pitt Orlando, FL

CHADOKADA@aol.com

Florida's finest players battle it out in a rematch of the original Pro Night, held in Miami back in 1994! Six years have passed since the all-night battles of Mortal Kombat Il and Street Fighter II: Hyper Fighting. Now, the long-awaited rematch of pros will occur November 17-19 at Billy Pitt's House of Pros in Orlando. Pro Night II will feature the top fighting games ever released in the ultimate tournament atmosphere! Each participant will play every competitor three times in each game to ensure that the best player overall wins! There will be a \$10 entry fee to enter the entire weekend; the top three players will receive cash, prizes and one year subscriptions to TIPS & TRICKS Magazine! The scheduled tournament games and platforms will be as follows:

ARCADE TITLES

- Killer Instinct (Friday)
- · Mortal Kombat II (Friday)
- · Ultimate Mortal Kombat 3 (Friday) · Street Fighter Alpha 2 (Sat./Sun.)
- Street Fighter Alpha 3 (Sat./Sun.)
- Super Street Fighter II Turbo (Sat./Sun.)
- · Street Fighter II: Hyper Fighting (Sat./Sun.) **CONSOLE TITLES**
- Marvel vs. Capcom 2 (Dreamcast, Sat./Sun.)
- · Street Fighter III: 3rd Strike (Dreamcast, Sat./Sun.)

September 23, 2000

Marvel vs. Capcom 2 Tournament

Contact: All Amusement Center 7888-1 Van Nuys Blvd.

Van Nuys, CA (818) 756-0550

All Amusement Center, located in the Los Angeles area, will hold its first Marvel vs. Capcom 2 tournament on Saturday, September 23 at 10am sharp! There will be NO EXCEPTIONS to this rule, the tournament will be a double elimination format with a \$10 entrance fee. Cash prizes will be awarded to the top three finalists, and the winner will receive a one year subscription to TIPS & TRICKS Magazine, along with a hefty cash prize!

October 28-29, 2000

National Marvel vs. Capcom 2

Championship

Contact: Super Just Games 557 Waukegan Road

Northbrook, IL

(847) 559-8727 TIPS & TRICKS Magazine and Capcom's Super Just Games are proud to present the first National Marvel vs. Capcom 2 Tournament, to be held October 28-29 in Northbrook, IL. Super Just Games has been the premier tournament site for many national gatherings since 1993, with hundreds of competitors traveling across the country each year to see if they can hang with the country's top players! On October 28, Preliminary matches will be held to determine which top 16 players will play for the right to be crowned as the National Marvel vs. Capcom 2 Champion! There will be a \$20 entrance fee, and a \$10 re-entrance fee. There will be re-entry matches to determine the final qualifiers for Sunday's finals. Winners will receive cash prizes, subscriptions to TIPS & TRICKS Magazine, and a Sega Dreamcast system with games! The tournament will begin at 12 PM on Saturday, October 28, and the finals will take place at 12PM on Sunday, October 29.

RECURRING TOURNAMENTS

Florida State Street Fighter Championships

Contact: Nelson Santamaria Miami Lakes, FL (305) 620-1418

away with cash prizes!

NASRJD@aol.com Upcoming Date: October 20, 2000 Street Fighter fans from all over Georgia and Florida are invited to the monthly Florida State Street Fighter Championships which started April 15 and continue monthly at various local arcades on the third Sunday of each month. Each tournament will consist of a single elimination, two-out-of-three match, threeout-of-five round Street Fighter Alpha 3 tournament. A Florida rankings system will be in effect, with top players walking

SSUES BACK ISSUES BACI



999

January - (X991) Bust a Groove: Tomb Raider III (Part 1), Guilty Gear, Glover, Xenogears, Crash Bandicoot: Warped

February - (X992) Gauntlet Legends: Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

March - (X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

June - (X996) Super Smash Brothers: Super Mario Brothers Deluxe, Ehrgeiz, Shadow Madness, The House of the Dead 2 (Part 1), Bomberman Fantasy Race, Guardian's Crusade (Part 2)

July - (X997) Driver: Gex 3, Star Wars Episode 1
Racer, Bloody Roar 2, Driver (Part 1), Star Ocean:
The Second Story, Hybrid Heaven, NBA Showtime:
NBA on NBC, The House of the Dead 2 (Part 2)

August - (X998) Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

September - (X999) Um Jammer Lammy: Legacy of Kain: Soul Reaver, Street Fighter III: 3rd Strike, Tail Concerto, Shadowgate 64 (Part 2), Croc 2

October - (X99A) Final Fantasy VIII (Part 1): Dino Crisis, Duke Nukem: Zero Hour, Sonic Adventure, Survival Kids

November - (X99B) Crash Team Racing: Monster Rancher 2, WCW Mayhem, Mortal Kombat Gold, Rising Zan: Samurai Gunman, Tekken Tag Tournament, Final Fantasy VIII (Part 2) December - (X99C) 007: Tomorrow Never Dies:

Winback, Spyro 2: Áipto's Rage, Sega Bass Fishing, Tony Hawk's Pro Skater, Hot Wheels Turbo Racing

2000

January - (X001) Toy Story 2: Resident Evil 3: Nemesis, Toy Commander, Paperboy, Lego Racers, Harvest Moon, Prehistoric Isle 2

February - (X002) Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena, Warrior Princess: The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March - (X003) Jackie Chan Stuntmaster:

Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April - (X004) Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

May - (X005) Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June - (X006) Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

July - (X007) X-Men Mutant Academy: Excitebike 64, Covert Ops: Nuclear Dawn, Street Fighter III: Double Impact, Army Men: World War, Pokémon Trading Card Game, Garou: Mark of the Wolves

August - (X008) Marvel vs. Capcom 2 (Part 1): Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

Yes! Send me the back issues indicated on the right.

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POKÉMON THE MOVIE 2000 WORLD PREMIERE

On July 15, 2000, I was in the crowd with hundreds of Pokémon fans who braved the heat of the merciless Los Angeles sun to attend the world premiere of the second Pokémon movie to grace American shores, *Pokémon the Movie 2000: The Power of One*. (Special thanks to the forces of good at Nintendo for providing me with a premiere ticket.) Here's a recap of the day's events:



1000 A.M. After deliberating for a few minutes whether I should subject my significant other to the day's events, I determine I'd rather remain in his good graces for a little longer and head off to the show alone.

11:00 A.M. The event began on the street in between the two theatres where the movie would be playing, the Mann Village Westwood and the Mann Bruin. On stage was host Kel Mitchell (from Nickelodeon's Kenan & Kel), whose various tasks included introducing the guests, telling G-rated jokes, instructing the audience when to applaud and handing out Pokémon T-shirts, hats and trading cards to any kids within arm's reach (since he stressed they would only be handing prizes, not throwing them). Although this was disappointing, it made sense for the WB network to worry about crowd control; just next to where I was standing, there were several kids sitting on the floor enjoying the shade cast by the adults, and many other children were being held aloft on their parents' shoulders.

11:10 A.M. The first act was a live musical performance by *Youngstown* (which, to the uninitiated, is basically a boy band in the same strain as 'N Sync') featuring



Youngstown featuring Nobody's Angel performing the song "Pokémon World."

Nobody's Angel (this time a girl band full of Britney Spears lookalikes). Many of the kids in the audience sang along as they performed "Pokémon World", which was, as far as I could tell, a terrifying hybrid between rap and pop.

11:20 A.M. The next musical number was a solo performance of "Dreams" by a 12-year-old girl named Alysha Antonio, who was discovered over the Internet. Although she had a terrific voice for



someone so young, she still had that

> Alysha Antonio performing the song "Dreams."

wholesome look I associate with other young women who get discovered at an early age, like Tiffany or Debbie Gibson. Considering the majority of the crowd weren't alive to witness Tiffany's cover of I Think We're Alone Now or Debbie's hit single, Only in My Dreams, they weren't yet as jaded as I was with the smug knowledge that Alysha was doomed. Doomed!

11:30 A.M. Dream Street consisted of five pre-pubescent boys who looked like their voices



Dream Street performing the song "They Don't Understand."

wouldn't

change for at least half a decade. They sang and danced to the kid-empowering song "They Don't Understand," which glorifies Pokémon as a form of communication no parent can possibly comprehend. I wonder if they'll suffer the same fate as the Vienna Boy's Choir, whose members get kicked out with the first crack in their voice.

11:35 A.M. Kel Mitchell introduced David Gallagher from 7th Heaven at one point during the show, but it was so brief



and pointless that I'm just going to stick him in at 11:35. David was making announcements that related to clips

that would be shown during the next day's television special. Since no one in the audience could see these clips, none of it made any sense, except when Mitchell announced the clip was over and we had to applaud.

11:40 A.M. After about 40 minutes of listening to teeny-bopper music in the blazing heat, I had enough. My ticket got me inside the Mann Bruin (even though it said Mann Village Westwood on it) where there were counters covered with free kid-sized popcorn and soda. Mmm.

11:50 A.M. A Warner Bros. staff member announced they'd be holding a raffle. There weren't enough raffle tickets for everyone in the audience, so many people didn't even realize there was going to be a raffle. Prizes included *Pokémon Yahtzee*, a Pokémon prize package including *Pokémon* cereal, a video of *Pokémon: The First Movie*, an electronic talking Bulbasaur—which wasn't yet available in stores—and the *Pocket Pikachu*.

12:00 P.M. The curtains parted, the lights dimmed and the animated short Pikachu's Rescue Adventure began. In Pikachu's Rescue Adventure, Pikachu and gang must rescue Togepi as it imperils itself once again. It's all done in Pokéspeak, where each Pokémon merely

Pokémon Report



says its own name, or fragments thereof, so many of the jokes are visual gags that only the kids would get. For example,

at one point Snorlax gets distracted by flying apples and tries to grab them, which amuses children more than adults because they know about Snorlax's glut-

tonous personality. Four Pokémon from Pokémon Gold and Silver made their American



debut in the animated short: Ledyba, Bellossom, Hoothoot and Elekid. Marril also made an appearance, but he had already been seen during Pikachu's Vacation. Unlike Pikachu's Vacation, Pikachu's Rescue Adventure didn't have any weird cut-scenes where a myriad of one Pokémon swirled about in kaleido-



scopic splendor, while hypnotically chanting its own name. That would have been a welcome dis-

traction from the utter mundanity of the whole short, which was basically a rehash of Pikachu's Vacation.

12:20 P.M. Finally, Pokémon the Movie 2000 began. One of the main contentions critics (and I) had with Pokémon: The First Movie was the hypo-

critical scene where Ash and his friends become horrified by the



sight of the Pokémon fighting with their clones. After all, it's not as if they'd never seen their Pokémon engaged in pitched battles before. There's a scene reminiscent of this hypocrisy in Pokémon the Movie 2000 where Misty says that Pokémon aren't for collecting. This time



it appears they're intentionally parodying themselves, since the villainous Lawrence III

says his collection all began with a Mew card (the Ancient Mew card was given away free with a movie ticket purchase from July 21 - July 27).

Although I tried to remain objective and remember that this was



Hercs Adventure

essentially a children's movie, there were just too many elements that I couldn't abide:



1. The abundance of humor that may have seemed witty in kinder-

garten. ("Frozen" rhymes with "chosen!") 2. The lack of a menacing villain. (Lawrence the III doesn't exactly strike fear in the heart, does it?) 3. The swiss-cheese plot.

Everything negative served to undercut the positive mes-

sage the movie was trying to promote, which was that one person can make a differ-



ence. If only one person had been kind enough to rewrite the script...

Nevertheless, young kids and devoted Pokéfans will still be excited to see Lugia and Slowking make appearances on the silver screen. In fact, Pokémon the Movie 2000 is already performing amazing box office, and the Ancient Mew card that was given away during the first week is already a rarity. However, as far as I'm



concerned, the Game Boy story holds more weight than this piece of fluff.

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DAN Anatole Brown

Airport Grash!

If you've flown home from Tokyo's Narita International Airport, you may have hung out in the Crash Bandicoot Children's Play Room in Terminal 1 while waiting for your plane. It's



not a very large room, but it's large enough to hold about eight

PlayStations and a giant Crash Bandicoot robot. You can either play Crash Bandicoot: Warped or Crash Team Racing to your heart's

content. The giant Crash can be be made to move with the

buttons on a special PlayStation controller stepping mat. There's a sign which says "for children only," but many adults ignore the warning and hog up a lot of playing time! Tell 'em to get lost and go buy neckties at the Duty Free shop the next time you're there.



SPACE WORLD

On August 25th to the 27th, Nintendo will show early previews of some Game Boy Advance titles at the Nintendo Space World 2000 exhibition in Japan. The Game Boy Advance is the follow-up to the current Game Boy and is a 32-bit handheld gaming system which is scheduled to come out in Japan and the U.S. later this year. Nintendo claims that the graphics will

NIMIANDO SPACEWORLD

be on par or possibly even better than the Super NES. There will be seven Game Boy

Advance titles on display. Four of them will be from Nintendo: Mario Kart Advance, Kuru Kuru Kururin, Ougon no Taiyo and Napoleon. The three other titles will be from Konami: Konami Wai Wai Racing, Silent Hill (!) and Golf Master. Space World is an annual event that is put on by Nintendo to demo its



Mario Kart Advance



Kuru Kuru Kururin (Round and Round and Round)



Napoleon



Ougon no Taiyo (Golden Sun)

upcoming products to the Japanese public. In addition, it has come to be known as the event where Nintendo gives away a special Pokémon to those who attend. Check out Charlotte's Pokémon Report next month for more Space World news!

ILLEGAL STREET RACING

To print this about the state of the state o

To promote Tokyo Xtreme Racer 2 for the Dreamcast, Crave sent us this cool but semi-goofy video about illegal street racing in Japan. Although the premise of the setting behind the Tokyo Xtreme Racer series may sound fictional, illegal street racing does take place on the Tokyo Metropolitan Expressway (also known as Shuto Expressway, or

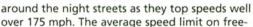
Shutokousoku).

Normally during the day, the Shuto Expressway is a nightmare with bumper-to-bumper traffic and crawling speeds. In the wee hours of the morning, however,



from about 2 A.M. to 4 A.M., the Shuto Expressway is almost vacant. That's when a group of insane drivers take to the streets and start racing each other with their

spruced-up cars. The video, called *Tokyo Hardcore: Night Warriors*, interviews several drivers and follows them





ways in Tokyo is about 60 mph. What makes high-speed racing especially dangerous is that the Tokyo area usually only has two lanes—and they're very narrow! The drivers in the video express their fear of get-

ting caught by the police and having to pay exorbitant fines, as well as paying well over \$200,000 just to fix up their cars. Maybe they should just stay home and play *Tokyo Xtreme Racer 2*!

SQUARE SCARE

On April 5th, the distribution branch of Square in Japan got a scary jolt when gunfire was heard right outside their office. Police found two .38-caliber bullets lodged right under their office door. Rumor has it that the Japanese mafia, or Yakuza, is sending a message to Square about the newly established online music distribution business on Square's PlayOnline site. The Yakuza is known to incorporate scare tactics to try to get a piece of the action on new business ventures. Square, however, seems unfazed by the warning and continues to operate as usual.



TEZUKA STORE

If you ever happen to be in Kyoto, drop by the Osamu

Tezuka Studio store at Kyoto Station. The store is dedicated to all of Osamu Tezuka's characters like Astro Boy, Kimba and Black Jack. You can buy Astro Boy neckties, Kimba stuffed dolls, Black Jack T-shirts and if you're lucky, you may even get a hold of the rare Astro Boy Game Boy! I settled for an Astro Boy coffee mug.





month. Without hyperbole,

we call it the ...

ST. WELL

We love slimes! This is a giant stuffed white slime from **Dragon Quest.** Its eyes are made of plastic and it measures roughly 9x10x10 inches.

Here is an ultra-exclusive item from Namco. It's a special Australian crystal that's etched on the inside by a laser. Inside is a beautiful 3-D model of the Rivelta Mercurio from Ridge Racer V/

RIDGS RACER

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- Holds system, controllers, cables, and memory card.
- Great for travel



VERTICAL MULTI-TAP

- Designer look
 Fits 4 PS2 controllers and memory cards
 Supports PS2 in it's vertical position



SYSTEM SELECTOR

- Cool designer look
 4 S-Video/AV Inputs
 Interchangeable name plates for identifying each system



DESIGNER RF SWITCH

- Gold leads
- Designer look

